Amiga CD!

Issue No. 2
May 1994

Meet the KREW!
Core's big apple for '94

Shark in the Petunias
Microcosm strikes at last

Lotus Eater
Three supercars for the price of a wheelnut

MPEG Megastars
The future's in full-motion

Meet Doctor Blade
The mad surgeon dissects D/Gen and Pin F

SKELETON KREW

HAVE YOU WON A CD32?
Turn to page 30 to find out!

Amiga CD! No place for sad cases

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BETTER AND BETTER

The CD battleground is hotting up. Amiga CD! was the first ever magazine to come to market for the CD32 and the first in the world to give away a CD-based multimedia magazine. This month's cover CD is the second ever such magazine CD. And there's plenty more where those came from

Our first ever disc was, by most accounts, a good attempt. The learning curve on production of that CD made the north face of Everest look like Little Miss Muffet's tuffet. But we weren't happy with it. We wanted to go further, to give you more, to improve on the good things and rectify the not-so-good. We think we've managed it. But you, the readers, will be the ultimate judge of that.

If your initial reactions to Amiga CD! are anything to go by, the mag can only get better and more successful every month. One leads inexorably to the other. So keep reading. We'll keep writing. The support in a healthy market will ensure that more people buy the CD32, more software houses come to support it, games keep on getting better and better. Everyone's happy.

Amiga CD! will never forget who the most important people are. You. Seeyah.

Ashley Cotter-Cairns
Editor, Amiga CD!

All that's happening in the wonderful world of the Amiga CD32, with illumination supplied by the Amiga CD! team of specially trained bloodhounds...

CD32 TOP OF THE NICHE?

The good news from Commodore is that it's taken the Amiga CD32 just six months to top the Gallup charts for sales of CD-ROM software. This is including competition with the likes of PC CD-ROM, Sega Mega CD and Philips CD-i.

The bad news (currently) for the whole CD-ROM movement is that its share of the market is just over 3%. That figure includes all sales of all of the formats named above. That means, using fairly simple maths, that the Amiga CD32, with its 38.6% share of the CD-ROM market, accounts for roughly 1% of the TOTAL software sales already.

That's not too bad, when you examine the state of the CD32 market. Most, if not all games on the format are pretty standard to the floppy versions and in the main are port-overs from existing games. With the arrival of titles like Microcosm, Nick Faldo Golf and (soon!) Rise of the Robots, people should find it easier to spend money on CD32 games.

It will be interesting to see whether sales of Video CDs will clock up as

sales of CD-ROM or sales of videos - this will one day make a major impact on sales for one camp or another. Interestingly enough, the only Video CD titles we've seen so far have been CD-i branded. Will sales of these films boost the CD-i's incredibly puny rating of just 1.8%?

Commodore's MD David Pleasance is pretty happy about this piece of news: "It' taken us just a few months to dominate the CD software sales chart. That's testament to the quality of the Amiga CD32 and the efforts of the software publishers.

"But programmers have only scratched the surface of 32-bit CD technology. The coming months will see even better games produced - and that can only increase our hold on the chart."

SYSTEM MARKET SHARE

Amiga CD32	38.6%
PC CD-ROM	31.3%
Sega Mega CD	27.6%
Philips CD-i	1.8%

A TON LARGE CAT

The most amusing thing about ICE's forthcoming coin-op conversion, Total Carnage, is the above anagram of the title. Because we are talking a serious amount of Gulf war, mixed with several measures of Sarejavo and stirred up with a dash of friendly fire.

As you may have gathered, Total Carnage is all about shooting things. In the head. Until they stop squealing and drenching you in a fountain of their blood.

Take your trusty weapon collection and a friend's, if anyone as tough, mean and stupid as you has any friends, on a do-or-be-done mission in enemy territory. This is a mission that puts you up to the armpits in gore, shrapnel in the leg and sewing up your own wounds.

If that lot sounds like your favourite way to relax, then Total Carnage will be ready any time now, priced at a very reasonable body-count-to-pounds price of £29.99.

THIRTIES SOMETHING

Herewith the Clues, the latest CD32 release from Domark, places you in the shoes of a 30s detective. A private dick. One of the raincoated brigade. Can you piece together the clues and solve the crime?

The game features graphics and music based on classic 30s films, hopefully making you feel like you're really there. Your task is to weed out the wheat from the chaff of the dozen suspects to find out whodunnit... if you don't, your reputation as a top bloodhound will be severely dented. Get to it. Herewith the Clues should be around by the time you read this, price £TBA.

THE CONSUMER AGE

Remember the very first appearance of Amiga CD!, back in AUI's September edition? Well, back then we ran a competition, offering FIVE Amiga CD32s for the lucky winners. Have YOU won? Turn to the last page of this magazine to find out!

You're a consumer in the Consumer Age. Just by reading this, you're fulfilling your role as The Modern Buying Public. But how much can Amiga CD! tell about you from your competition entries?

AGEING GRACEFULLY

52% of you were aged between 12 and 22. That's a very high proportion when AUI's serious content is taken into consideration. 4% were aged 11 or below, while the universal desirability of the Amiga CD32 is shown by the fact that 8% of entrants were 40 or over - the age when gaming life begins, it seems! The other 36% fell into the gap between 23 and 39.

Most common age was 17 (7.5%), closely followed by 14, 19 and 20 with 5.8% each. Most common age over 22 was 24, with 4%, followed by 30, which clocked up 3.1%. The youngest

MEAN MACHINES?

A massive 52.5% of you own A500 or A500+ Amigas. If more proof were needed of the 32-bit revolution, the next most popular machine was the A1200, with 24% enjoying life in the fast lane. 'Foreigners' included nearly 3% Sega owners, 2.5% Nintendo owners and 1.5% ST owners. I wonder why those people entered!

entry was a 6 1/2 week old infant, while the oldest was a sprightly 73. 2.7% were aged 50 or over.

FIRST, WE'LL HAVE A LITTLE DRINKIE...

Ugh! Dentists everywhere are waiting for a field day. Just 14% of you drink healthily, with individual stars being 5.3% for Tab Clear (and there were as many lorn Bru drinkers), 3.6% Diet Pepsi and 2.1% Diet Coke. Water and milk only polled 2.9% between them. Coke was by far the most popular quaff, with 15% of you naming it as your bestest brew. Pepsi came second at 12%, with third spot stolen by Tango and 7up together at 5.9% each. Weird concoctions of your own, foreign drinks and alcoholic drinks(!) made up a massive 21% alone.

Far too many of you have strange tastes for my liking - Coke and freshly squeezed orange juice? Yuk! Vimto, despite being an anagram of vomit, managed 3.6%, while Lilt, Sprite, Cherry Coke, Tizer, Lucozade and Dr Pepper mopped up the rest. Dandelion and Burdock gets a mention for grabbing a herbally-minded 3.3%.

...THEN WE'LL PLAY AROUND

This is probably the most personal question of all. Everyone's gaming tastes are different, reflected in the fact that 29% of people voted for one-offs alone. That figure includes Spectrum, Sega, Nintendo, Atari VCS and C64 games!

It soon became clear, though, that there are some mega hits out there. Lemmings or The Tribes (5.2%) slugged it out for the

STUPENDOUS AMIGA CD32 COMPETITION!

WIN one of FIVE **Amiga CD32 consoles!!!**

By now I hope you've been convinced that Amiga CD! magazine is as exciting a prospect as the Amiga CD32 itself. But what's even better than a £299 killer games machine cum CD player? I'll tell you what is better - a FREE one!

Those tremendously friendly, generous and public spirited chaps and chapesses at Commodore have done themselves proud this time. They've offered no less than FIVE of the latest and greatest games machine for you to win! Just think, a few weeks from now you could be making your sad Sega and no-hoper Nintendo-owning friends sick with envy by showing them just what a games console should be. And what do you have to do to win this great prize? Easy. Just write in to me at Amiga CD! Magazine with the answers to these tricky and taxing questions:

1: WHAT IS YOUR NAME?
2: WHERE DO YOU LIVE? (full address please)
3: HOW OLD ARE YOU?
4: WHAT MACHINE DO YOU CURRENTLY OWN?
5: WHAT IS YOUR FAVOURITE SOFT DRINK?
6: WHAT IS YOUR FAVOURITE GAME EVER?

Slap it on a postcard or the back of an envelope and zap it to: Ashley Cotter-Cairns, The Ever-so-generous CD32 Compo, AMIGA CD! MAGAZINE, 48 George Street, London W1H 5RF. Closing date is 12th September so get cracking. The winners will be those who (in the Editor's opinion) have the best taste in soft drinks and computer games.

top spot with Syndicate (5.0%), Formula One Grand Prix (4.8%), Pinball Dreams/Fantasies (4.8%), Monkey Island games (4.6%) and Flashback (4.4%). But top game by far, with 7.6%, was the mega-selling Sensible Soccer.

Ashley's favourites polled 19% in total, with that top-scoring Sensi mark leading the way. Elite grabbed 3.8%, with Speed-ball 2, Pinball Fantasies and Dune 2 on just 2.1% each. Boulderdash and Another World only managed 0.8% between them, while Premier Manager didn't get any votes at all!

Other games which didn't quite make the frame were Zool (3.5%), Desert Strike (2.3%), Superfrog (2.9%), Chaos Engine (2.7%), PGA Golf (2.5%) and Goal! (a sad 0.4%), among many more.

YOU ARE NOT A NUMBER!

So to recap: you're probably a 17-year-old A500 owner (lusting after 32-bit) who drinks Coke and plays Sensible Soccer. Or, in pure averages, you're 23 years, 70 days, 16 hours, 40 minutes and 25 seconds old, drink Coke 6 times out of 50 and are reaching for thinking games or simulations above action games seven times out of ten.

Perhaps the most stunningly obvious statistic of all is that 100% of you wanted to be given an Amiga CD32 for nothing. Well, there's a shock! If you didn't win (and you only had a 1% chance, after all), never mind - thanks for trying and better luck next time.
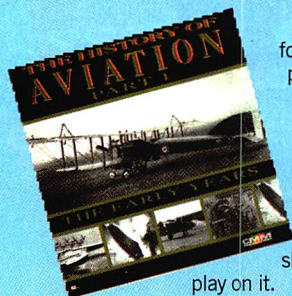
MPEG Monsters

Anyone waiting with bated breath for the advent of the all-in-one home entertainment system (in other words, Commodore's MPEG cartridge, allowing the CD32 to play digital video), wait no longer. The initial units have been dispatched and are available.

We've got one. And you can't have it.

The price has been set at £199, which is comfortably competing with any other GMV cartridges, present or promised.

What will the proud owner of the FMV cartridge be able to do with it? Well, he'll know that he is one of the first to embrace a new era of home entertainment, that his CD32 is ready to face a new future with all of the power and capability required to do something AMAZING.

That's not much comfort if he went to the shops armed with dosh and couldn't buy anything to play on it.

Happily, Amiga CD! can report that any Video CD product will run on an MPEG-equipped CD32. That includes the Philips CD-i badged products, such as Top Gun, Black Rain and Star Trek VI, which are already available and a long list of titles which is imminent.

Also in the pipeline is Dinosaurs!, a Digital Video product from Castle Multimedia (CMM), which features MPEG footage of REAL dinosaurs! Actually, it's a lot of clips from old films, narrated by Craig Charles, of Red Dwarf fame, but the sentiment is the same. You can still bring dinosaurs back to life in the comfort of your living room.

Other titles on their way from CMM include One Small Step (a history of space flight), The History of Aviation (speaks for itself) and A Tour of the Universe. CMM products have not been set a price as yet, but the Philips CD-i films should retail for around £15. Look out for them.

One more reason to buy an MPEG add-on is Opera Imaginaire. Crafted in full-motion video and featuring a blend of traditional animation and rendered graphics, Opera Imaginaire will whet your appetite for what can be done with an MPEG board and a bit of creative thinking.

It's the work of Pascavision and Disctronics, should cost around £30 and is available now. Check it out

See *MPEG Megastar* on page 22 for more details.
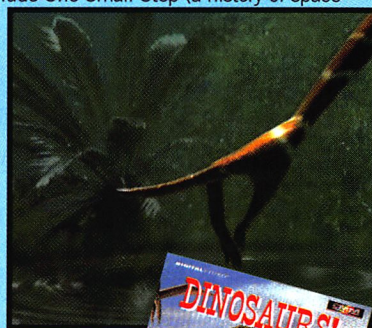
I'M GONNA BE BRIAN, LIKE A LION, IN ZION...

A new computer character is here, in the shape of Brian the Lion. Who is responsible for bringing yet another character into this world, which is already overcrowded with fluffy beasts and birds? Yes, it's Psygnosis. I think the Government should do more to educate software companies about birth control.

But don't switch off just yet! Brian the Lion is intended to be a Sonic/Mario basher with a difference. The difference is the humour is real, not just imagined by someone who has spent a lot of money on a game and therefore has to justify this to themselves somehow. He he he.

Brian is a rather cute lion (well, he could hardly be a computer character otherwise, could he?) and has to explore some islands, collecting some gems and bashing some bad guys. He does this with great aplomb, punching them with his paws, bouncing on them or roaring at them.

Yes, roaring at them.

Leaving Brian alone for too long makes him grow bored and go off into one of his silly little animations. A yawn, a scratch, a little stretch... he'll tickle the funnybone all right. The creatures he pits his wits against are similarly amusing and the whole tone of the game is one of leg-pulling the more serious platform games.

Check out a full review in a future issue of Amiga CD!

WE'LL MEET AGAIN...

Reunion is the new space epic from the people who brought Nick Faldo to the CD32. It's kind of a tribute to Dune 2, which is a bad thing if Dune 2 had been released for the CD32, but it's actually a very good thing, because it hasn't been yet. This could also win the race to be the very first true strategy game for the CD32 (unless you count Diggers, of course).

Take command of an army of space warriors, equip them with enough nukes to forever silence the Thorp reprocessor demonstrators (and, in fact, the whole of the planet) and set them off after an enemy who would rather be somewhere else, picking on someone smaller than you. Poor fool.

Reunion will be ready for some serious space violence any time now. A review will hopefully appear in a future Amiga CD!
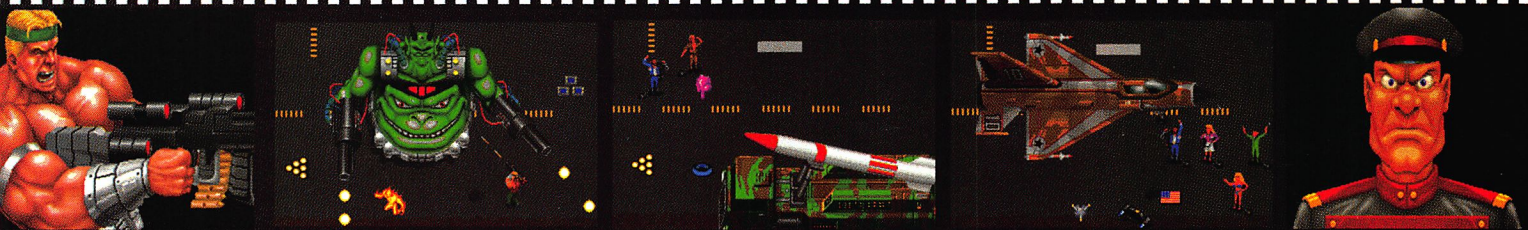
SHARK IN THE PETUNIAS

MICROCOSM PSYGNOSIS £44.99

Stick your nose into a bowl of petunias and take a big sniff. What do you expect? A nasal passageful of scent, probably. You certainly wouldn't expect to get your hooter bitten off to the cartilage by a basking Great White.

But that's what is going to happen when the CD32 owning public walks into a games shop and picks up a copy of Microcosm.

Look at titles on the format. Lots of them are port-overs from standard Amiga games. Most (but not all) are jazzed up with extra music tracks and AGA graphics. An unfortunate few stretch the CD32 about as much as a Touche Turtle cartoon would stretch the special FX people who make Stephen Spielberg's films. And most people (software companies included) regard them as a stopgap measure until the real CD32 games start appearing.

Microcosm is thought by some to be the first game to fairly claim the title "Amiga CD32 game." Why? Well, I'd like to see a floppy version that one person could lift without the aid of heavy machinery. Say no more.

MICROCOSM

SHARK

IN THE PETUNIAS

THE PRICE OF MAGIC

There's more than one reason that this game has a set of teeth that would send a crocodile running for the Steradent tablets. There's the price.

£44.99 is roughly another 17% of the cost of buying the Amiga CD32 in the first place. Putting it another way, you could buy a Gameboy and one third of a game for it with that money. Or you could purchase 178 Cadbury's Creme Eggs, four albums on music CD, post your monitor to a friend in Dundee or fly 86 miles of the journey from London to New York on Concorde.

£44.99 is also 50% more than most other games competing for your wallet lining. Which is good news if you really really like Microcosm and really really impress your friends by showing it to them. Who knows, some of them might even be so flabbergasted that they offer to sleep with you. It's bad news if you absolutely loathe the game, or hate shoot-em-ups, or lose the CD on the way back from the shop.

£44.99 is a lot of money to invest in a game. Ask Psygnosis, which has invested a hell of a lot more money than that...
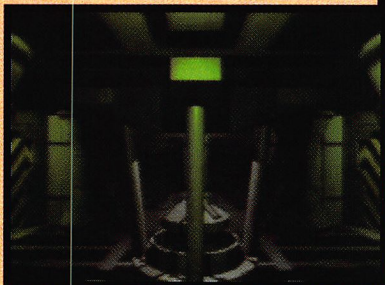
INTRODUCING THE HARDLINE

Psygnosis has always had a name for its impressive intro sequences. If it's managed to do this by releasing Amiga floppy titles, what could it do when faced with a CD-based Amiga?

The answer is: show the buying public and the rest of the industry just what future games are going to look like. If anyone has doubts about the place for full-motion video in the games market of tomorrow, look no further than this intro sequence. It's not really FMV, but it LOOKS like it is.
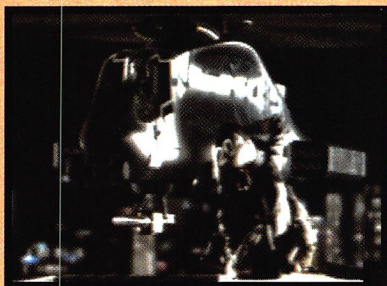
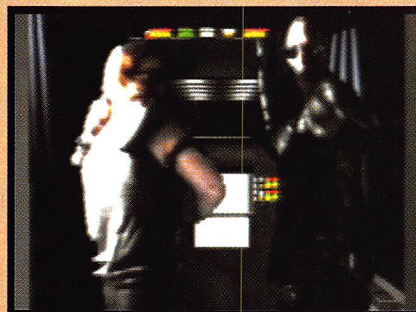Most of the intro sequence was created on computers, but some of the characters are really digitised people. It seems appropriate to talk about the plot at this point, so here goes.

On the planet of Bodor, there can only be one top dog company, Corp 1. That company is Cybertech. Its position as numero uno corporation is about to be improved still further by a success in the high-profile field of miniturisarion.

All of this success, money and Friday afternoons off to play golf attracts bitter jealousy from the company's nearest rival, Axiom. With the help of a defecting top Cybertech surgeon, Axiom plans to gain an unfair advantage in the race for supremacy by injecting a controller module, GreyM, into the body of the Cybertech president. Using this to dictate his actions by remote control, Cybertech can be brought to its knees.

But a junior nurse discovers the vile plot and informs his superiors. Something must be done. Perhaps a powerful seek and destroy capsule could be miniturised and injected into the president to find and destroy GreyM before all is lost. And that's your cue to enter, stage left and carrying a space helmet, big gun and a copy of "Ten things to do in the bloodstream."

DEFENCE IS THE BEST FORM OF ATTACK

One of the major problems facing a miniturised man in the bloodstream is the body's natural defence systems. You may be Hotshot Huggins, the fastest gloop gun in the galaxy out here, but once in there, you're just another virus. Keep taking the tablets.

Because there wasn't time to fully prepare the miniturisation process and convince the president's body that you're a welcome visitor, you'll have to convince them in the most diplomatic way that you know - with your trusty blasting equipment. Boom.

Yes, you guessed it. Psygnosis re-invents the shoot-em-up wheel, this time adding more bells, whistles and stonky graphics and sounds than anyone has ever done before. So you find yourself
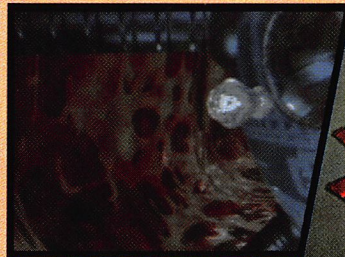
cruising through the veins of your boss, sweating lightly, when the body's immunity systems begin chucking all sorts of strange stuff your way. Look out.

The walls of whichever part of the body you're in at the time are rendered beautifully, smoothly scrolling and tilting all around you as your craft is swept along. The enemies aren't as impressive, small, bland-looking sprites, which is a shame, but they blend in with your craft, which is also bland and hardly the Ferarri 456GT of the minature

bodypod world. No-one is going to want a poster of the thing on their bedroom wall.

At various places in the slaughterfest, you'll be treated to a rest, consisting of a neat, animated sequence or two and a link to the central computer. From here, you can select which part of the mission you're going to attempt. You won't be able to skip directly to the part of the brain in which GreyM is located - other areas must be completed first.
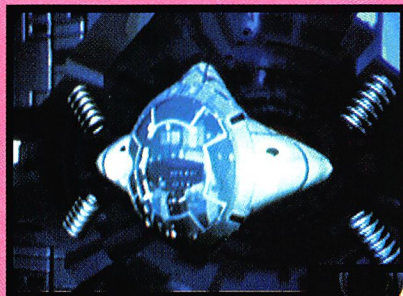
Micrososm is not just a game . . .

THE VERDICT

Microcosm is an incredibly difficult game to review. One problem is that it just isn't comparable with anything. I can't say that its graphics are similar to Blooney Toones Shoots the Zargoids, or that its soundtrack is remarkably close to Da De Da De Dum Dum, because neither game exists. NO game exists which is anything remotely like the Microcosm experience.

And yet many games exist which emulate the gameplay element of Microcosm. Hundreds of games have revolved around the central theme of shooting things with a gun. Space

Invaders was the first and Microcosm certainly won't be the last. It's not even a particularly wonderful game to play. You may be wowed by the graphics, but you won't be by the mediocre explosions, gunshots or sound FX. Control is very tiring, too: this game shows up the worst of the console's control panel. Your left thumb may drop off after an hour or so.

Value is another knotty issue here. Why pay nearly fifty quid for a shoot-em-up which, on playability levels alone, is little different to something like Overkill?

Because Psygnosis has spent a fortune and two years of time on it? Not my problem and certainly not reason enough when it's coming out of my wage packet. Because there's a

remarkable, unique atmosphere created by the intro, the mini-movies in the middle of each level, the soundtrack, the smoothly rendered graphical backdrops? Now you're getting warmer.

I've always been sceptical of games which trade solely on looks. Gameplay is all-important to me. Nothing short of excellence will suffice. But in this case I will make an exception. The future of the CD32 and CD consoles will depend on games like this one. Games which

you can't buy for other standard formats. Games your Nintendo or Sega-owning mates can't buy a few months later (or earlier). Games which stretch the machine and stretch the imagination of the masses.

Play Microcosm and you will easily be able to imagine what the games of tomorrow will be about. Games which make your jaw drop and your stomach flop. Games which are so realistic that epilepsy sufferers will be the lucky ones. Games which will be works of art, which will stay in your mind forever. But try it out before parting with the readies or be prepared to cry a lot if you hate it.

JUDGEMENT DAY

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May 1994

It's just like Hawaii Five-O except Steve McGarratt didn't play golf. "Book him Danno - hole in one"

Some like it

NICK FALDO'S CHAMPIONSHIP GOLF

GRANDSLAM   £34.95

A small slice (groan) of recent history:

July 1993: The Amiga CD32 is launched. Grandslam shows off an early version of its forthcoming CD32 title, Nick Faldo's Championship Golf. This is, in fact, the standard Amiga version - the CD32 version won't be started on until October.

September 1993: Ocean announces that it will be releasing Ryder Cup Golf, in time for the Ryder Cup. Uh-oh. Things don't look good for old Nick, do they?

January 1994: Ryder Cup's deadline passes AGAIN and Ocean admits that it may still be some time in coming. Not withstanding the fact that the Ryder Cup itself was some three months ago...

February 1994: Nick Faldo is finished and we review it.

Surely such inter company co-operation has never been seen on this scale, since Jack Tramiel jumped ship from Atari to Commodore holding the plans to something called the Amiga (and who would name their computer after a girlfriend, anyway?).

Whatever this history lesson tells us, Grandslam is looking forward to the benefits of being the first into a new market with a quality product. Nick Faldo, come on down.

A CHIP OFF THE OLD BLOKE

Nick Faldo's Golf won't really surprise you too much, unless you're brand new to computer games and have never played golf on the small screen. Most offer an increasingly realistic view of the course, whether it be from digitised tees or in a pixellated bunker.

As computers become more powerful, golf games get more and more like the real thing, until you're left facing the possibility of playing around on 18 rolling holes of full motion video golf. And one day, Nick

Helpful Caddy Fanny pops up to advise you on the best route into a hole

Faldo himself will star in the game bearing his name, not just a sprite which bears some resemblance to him.

Still, we have progressed a long way already. The swing your CD32 golfers go through has been directly converted using a video editing technique to ensure absolute realism. The course unfolds in superb 256 colour images and knocks all other computer golf games into the kitty litter tray. And the sound is pretty neat, even if the caddies' voices are Grandslam employees and the noise

This is a bit of a shame, when you think of all of the motions a golfer goes through during his swing. Will anyone ever attempt to create a more realistic swing for a golf game? Probably not. Realism usually comes at the expense of playability.

That said, almost every other aspect a golfer has to consider before making each shot comes into play here. Move the pointer to the left of the screen (with either the Commodore paddle or a mouse, if you own one) and choose your club. Thirteen must be selected before you

My advice hee is to forget the golf club. Get a bucket and spade and have some real fun instead

Rough

of the ball hitting the hole is... a ping-pong ball in a jam jar. I kid you not. Well, it still sounds real enough.

It's not in the appearance stakes that the war will be won or lost, even if a battle or two will be decided. No, it's how the game plays where the big bucks will be grabbed. If the game can't convince people that booting up the CD32 is more fun than dragging the clubs out of the garage, tramping off to a sub-zero, frost-bitten field and spending half the day looking for balls in a patch of trees and brambles, it's not going to melt many hearts.

Come to think of it, the task doesn't sound all that difficult, after all...

A HOLE IN ONE

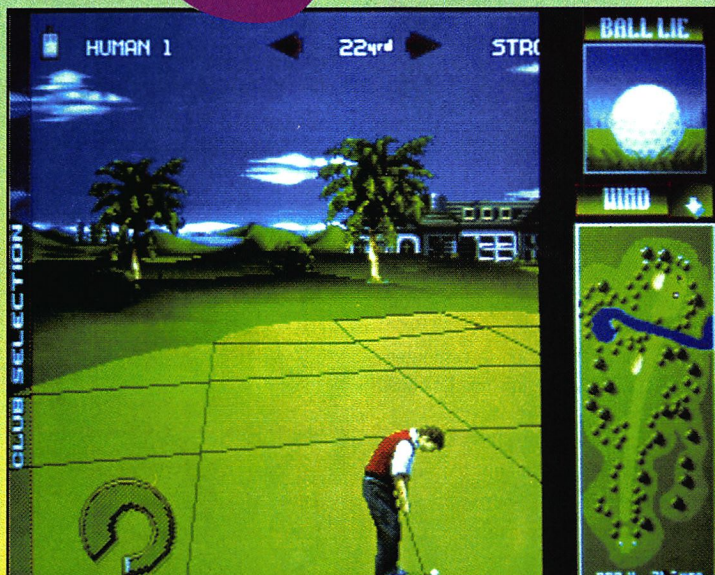To guarantee a hole in one with Nick Faldo on CD:

Hold your CD up to the light. If you look at the middle of it, you'll see a hole.

Sorry.

BALLS

Golf games have, as a rule, been controlled using a three-click skill bar. One click sets a bar moving along a power scale, another sets the power and starts the bar moving back toward the snap meter, while a third sets the snap (and, most probably, the fate of your ball). Hit the power bar near its zenith, find the sweet spot on the snap meter and Pow!, there's a satisfying CHICK noise and off the ball flies.

Nick Faldo's Golf does nothing to alter this basic method. It does offer an over-power bar, which essentially brings too much wrist snap into the equation. You'll hit it much further, it's true, but the added speed of the snap bar makes hitting it where you want it much more tricky.

Finally you're on the green. That hole is as big as a bucket to faldo and a mere thimble to you or I

leave the clubhouse from a range of seventeen.

Move the pointer to the right and you'll find the course overview. A small window shows the ball and what sort of lie it has - on the tee to begin with, to a worst possible view from deep in a bunker or the rough - which way the wind is blowing and the line the fairway takes.

Back to the main screen. Now you can aim, using a crosshair. Set your stance straight, open to hook or closed to slice. Set backspin or topspin to hold or run the shot on after it bounces and you're ready for the off. Then start the three-click bar in motion and you're off.

It sounds like a lot of work, but typically, setting a shot up and taking it will require but a few seconds. You've then got all the time in the world to cringe from behind a tree, while the other players take their shots. Up to four computer or human players take part. You can play stroke golf or matchplay, where holes are won or lost individually. At least a poor hole won't come back to haunt you.

THE VERDICT

It's all too easy to be beguiled by great graphics and above-average sound FX. In this way, millions of 16-bit console owners part with even more millions of pounds for sub-standard beat-em-ups and platformers. My first motto is: playability rules. Don't let great legs or a fine pair of buzoms cloud your better judgement (at least, that always works in principle).

Luckily, Nick Faldo has given much more than just his name to this game (in fact, the credit really should go Grandslam's way, but it sounds more poetic like that). There's something quite compulsive about slogging your way around these digital courses, swearing and cursing that damn three-click bar.

As ever with sports games and indeed golf itself, this is better appreciated with a couple of friends than alone. Here, you won't be able to wave a hand nonchalantly at a stand of fir trees and say "I'll never find the ball in THERE!," before fishing in your bag for another one and taking a drop. But at least you won't have to get your ankles wet, bitten by mosquitoes and covered in sand. Nor will you have to ditch your jeans and spend £200 on an outfit which, if you wore in the high street, would guarantee a place for you in either the funny farm or the nearest hospital.

No, Nick Faldo's Championship Golf is a classy bit of work. You can't smell the grass, but at least you won't have to get up at three in the morning to get started before noon. Nor will you make a fool of yourself in front of others (unless you want to, that is). The price is a tad high, but in this case it's justified. An albatross of a golf game if ever there was one. And more courses will be sold separately later on, to add to the lasting interest factor. You'll be hooked (groan again).

THE VERDICT

JUDGEMENT DAY

90

The best golf game. The only golf game...

THE SIGHTS	Beautiful courses, Faldo-ish sprites	91
THE SOUNDS	Annoying caddy voices can be switched off	85
JUNKINESS	You won't want to stop until the 19th tee	88
DOSH WORTH	Like other golf accessories, a bit costly	82

75
50
25

PREMIERE £14.99

PREMIERE

Core Blimey!

Checking the film ain't too exciting.

Ooops! You dozed off, didn't you?

Core Design is really moving up in the world. As their new offices are being furnished, this company is not sitting around idly. Since it shot straight to the number one spot with its first game, Corporation, Core has brought some corking games. 1994 looks like continuing this trend with its plans for the CD32. Not only is it porting over some of its classics for CD users to enjoy, but more importantly the programmers are being flogged to death, making them work on some blisteringly sexy, CD32-dedicated titles. Of course, these titles are being developed for other platforms, like Sega Mega CD, but even the programmers get miffed by the limitations of those sad 16-bitters.
So, what has Core got in store?
Read on....

This is one of Core's earlier games which it has decided to release at a budget price on the new 'Corkers' label. The graphics, although only 16-bit, are pretty darn good: as colourful and cartoony as Core's sprites always are. I love the bouncy quip on the main dude.

There is a plot - I know, I nearly fainted too: a computer game with a plot! While you were putting the finishing touches to the latest hot movie on the night before its premiere (ah! the link to title!), you snooze off. Shock, horror, a thief creeps in and nicks the celluloid. Now you're in the proverbial. The only option is to nip through the studio sets and retrieve the rolls. Of course, it ain't gonna be easy. Each level is a different set and features things like the wild west and Egyptian themes.

The game itself is a scrolling platformer. Armed as you are with dynamite, it's well executed and likely to entertain, keeping you cautious as you pick your way through the minefield of simulated sprite life. OK, so had it been designed for the CD, it would have been even better, but at the price, you could do much worse.

What?! Th e film's been stolen?

Howdy there pardner. Have some dynamite.

Don't come any closer, missus. I'm warning you.

THE VERDICT

It would have been great to see a couple of games bundled onto one CD for, say, twenty quid, but I suppose the risk is not selling to people who want one of the games but not the other. As it is, Premiere is still a good game and Core's graphics have always been so good that this game isn't embarrassed by the CD32's other titles. At this budget price, it's certainly better than a lot of the full price games that are being released onto CD.
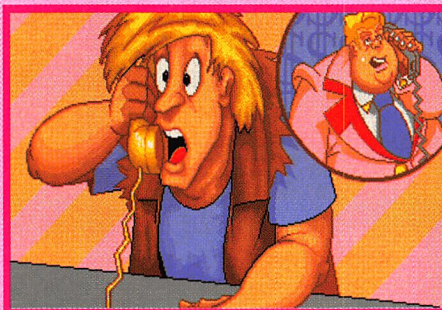
THE VERDICT **82**

JUDGEMENT DAY

THE SIGHTS The best sixteen bit has to offer	**80**	75
THE SOUNDS The tunes will annoy ou eventually	**76**	50
JUNKINESS Fun, but less addictive than illegal narcotics	**75**	25
DOSH WORTH Won't break the bank	**85**	

A good start for Core's CD catalogue

"Hang on!" I hear you cry. "Bubba 'n' Stix? Haven't I seen something about that before?"

"Yes," I reply.

Amiga CD! and Core Design have teamed up to give you a wonderful demo of this nutty game on the CD itself. Aren't we all just wonderful?

Bubba 'n' Stix has only been available for a short period on floppy for the Amiga. Core has added some animated sequences and revamped the sound (with great results) for the CD version. This may not sound like much of a concession, but it's quite a big job to start meddling with the code to add extra bits and wasn't viable to build the game code from scratch.

The game is a colourful (OK, so it's only 16-bit, but it still looks bloody good) platform game with fun puzzles and cartoon humour. The heroes are Bubba, a delivery man and Stix, an intelligent stick. Both have been kidnapped by aliens and have teamed up to fight their way to freedom.

Unfortunately, things ain't easy for our boys, who keep running into the arch-enemy (a sprite that reminds me of something from Turrican for no real reason). Caught again at the end of the
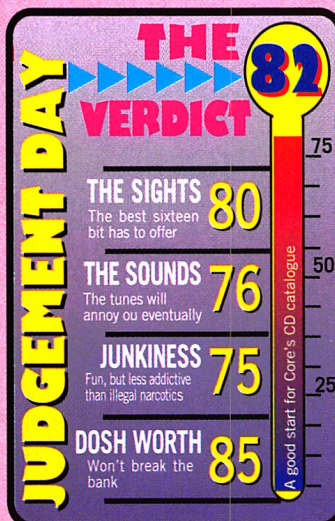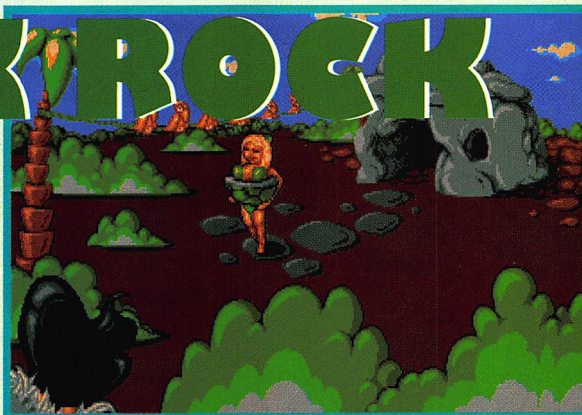
CHUCK ROCK

£14.99

There you are, sitting comfortably, watching the prehistoric TV a la Flintstones, when the whole day is shot to pieces: your other 'arf is kidnapped by the town nutter. Being the natural, pot bellied, caveman hero type, you grab a stick and go clubbing.

Chuck Rock is a platform game which was lapped up on its release and should do well as a budget title for the CD32. I won't pretend that the game is original. In fact there only seem to be a few types of games in existence at all, but Chuck Rock looks and feels good. It's another Corker from Core.

Oh no! The lovely Ophelia is being eyed up by the town wierdo, Gary Gritter.

Chuck is on his way to rescue his kidnapped wife.

THE VERDICT

I can't say much about it really. Chuck Rock is a reasonable platform game at a reasonable price, which is better than a crap game at a extortionate price as some companies are doing. Have a look at it before you buy it, but I wouldn't be surprised if you don't end up handing over the dosh. Of course, the last thing that surprised me was Elvis turning up at my door and asking for some help with this ditty he'd thought up, especially since I thought he'd emigrated to the moon.
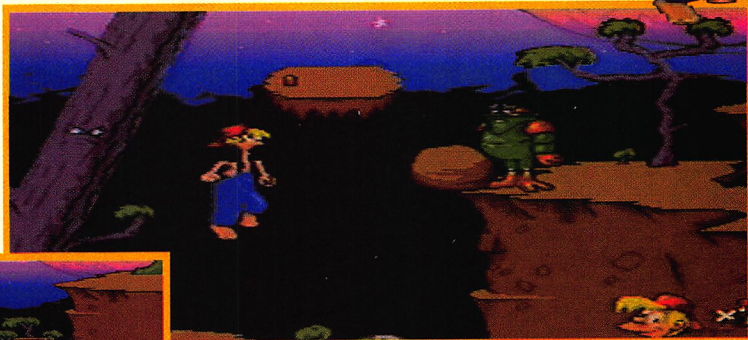
JUDGEMENT DAY

THE VERDICT ▶▶▶▶ 82

THE SIGHTS Dig that groovy dinosaur gut	74
THE SOUNDS Dig that groovy dinosaur rhythm	72
JUNKINESS Dig that groovy dinosaur, man	73
DOSH WORTH Dig that groovy dinosaur, maybe	70

Just dig that groovy dinosaur, OK?

75
50
25
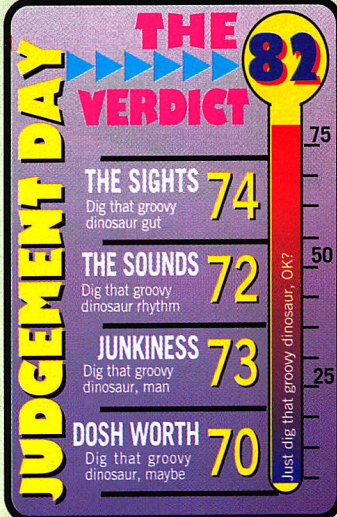
BUBBA 'N' STIX

£29.99
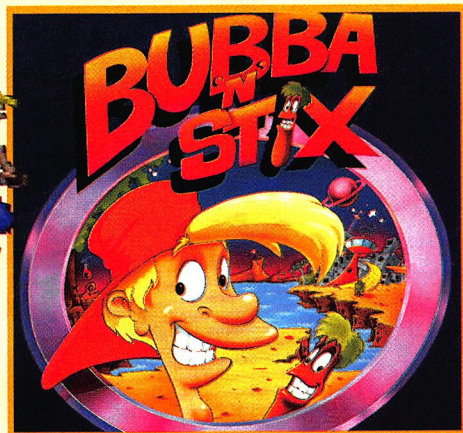
Kidnapped? Don't bubba about it, get on the case.

Hello there, mate; how can I help you?

Stop arguing and help Bubba, you fools.

Lots of wierd looking creatures about, bit like Camden really.

first level, they get banged up again for a crime they didn't commit and have to use their nouse as well as their brawn to free themselves.
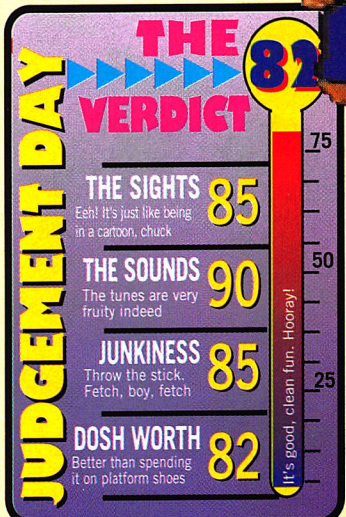
Bubba uses Stix in loads of ways. He throws him, uses him as a ladder step, a snooker cue, a club, a lever... more uses than a javelin thrower's nose pick.

The controls are pretty easy to get to grips with and the humour is one of the more successful attempts in recent video game history. The graphics themselves are very typical of Core, reminding me of Premiere (available on budget, see this page) and even Heimdall.

After a few duff games from this quality software house, it's good to see them back on track. If you want a fun time with a platform game, Bubba 'n' Stix is for you.
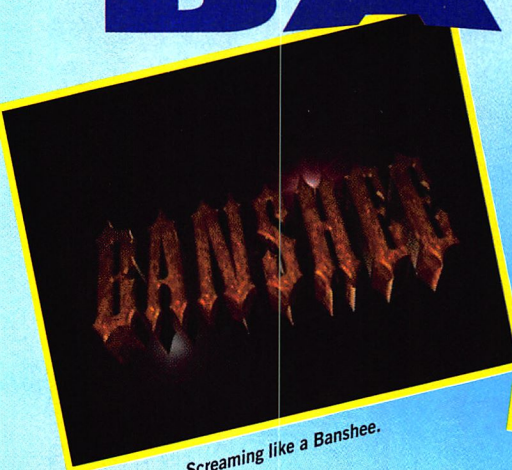
THE VERDICT

A cracking game. Full to bursting with humour and inventive twists. Bubba 'n' Stix is one of the best games to be converted with some decent music created specially. The price isn't outrageous and the game is addictive. A great blend of the finest coffee beans, sorry, a great blend of hitting and timely trigger action with unusual puzzles and amusing solutions. And why not?
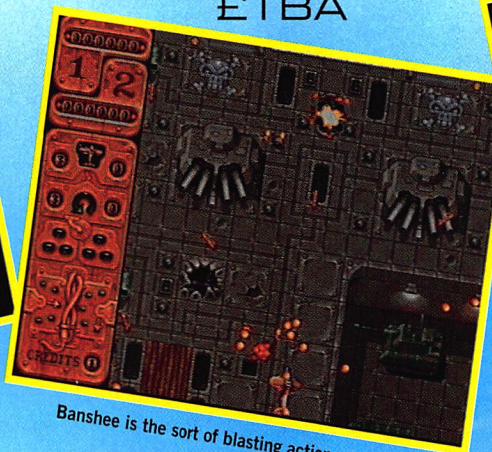
JUDGEMENT DAY

THE VERDICT ▶▶▶▶ 82

THE SIGHTS Eeh! It's just like being in a cartoon, chuck	85
THE SOUNDS The tunes are very fruity indeed	90
JUNKINESS Throw the stick. Fetch, boy, fetch	85
DOSH WORTH Better than spending it on platform shoes	82

It's good, clean fun. Hooray!

75
50
25

BANSHEE!

£TBA

Screaming like a Banshee.

Banshee is the sort of blasting action we need.

The date might be 1999, but the style is 1942.

One of the games being developed specifically for the CD32 is Banshee, a vertically scrolling shoot 'em up. This game looks like being one mother of a blast and so it should, looking as it does incredibly like the arcade wonder 1942.

Banshee is a scream. Although the game is still in early development stages, the graphics are colourful and varied. The game's plot may date it at 1999, but in this reality the best technology is a spitfire-like fighter.

Your plan is to defend your planet from a nasty bloke, Blardax Maldrear, who wants to be its evil ruler. Why do they always, always want to take over? Probably something to do with his name. If you manage to stave off his attack, you will be transported to a future zone on a later level where state of the art lasers will be your weapons for the final confrontation (barring the game's sequel of course).

Banshee is just the sort of mindless fun we need and will be blasting onto the CD32 in May. Well, it should do, but that would make it the first computer game in history to come out on schedule!

SKELETON KREW

£TBA

Let the violence begin...
This is the game which Core really are pushing the boat out for. I mean it. Get ready for the hype and merchandise deluge; Core have plans for plastic figures and possibly even a comic book version. Why?
Skeleton Krew is going to be Core's big game for 1994. Described by them as a comic-book-sci-fi-isometric-shoot-em-up, the game is being carefully constructed to be slicker than a penguin's arse.
The evil nutcase Moribund Kadaver and his Deadly Enforcement Aggressive Destruction Incorporated (DEAD Inc) are well into making a Psyko machine and need a couple more bits (go faster stripes, etc). The Military Ascertainment Department (MAD) luckily manages to hire a set of equally nutty hero mercenaries, known as The Skeleton Krew, to beat him up. The game is viewed from the top corner of the room as it were and allows you to take your character through 360 degrees blasting all the way. The aim is simple - move forward destroying all the DEAD nutters in your way and, believe me, there are quite a few of them about.
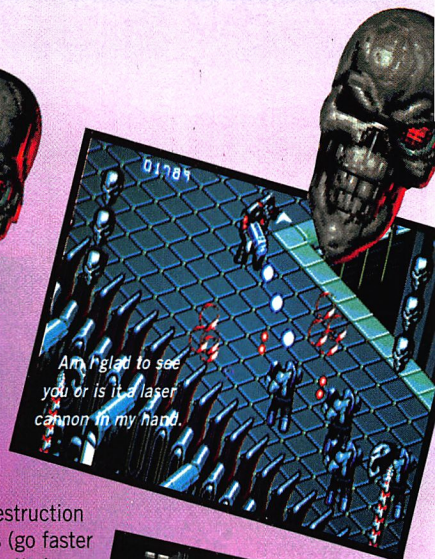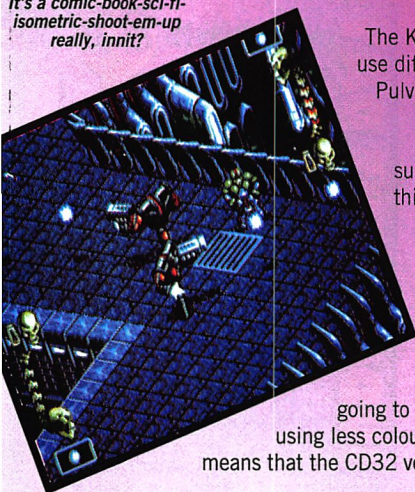The Krew consists of four BioTeknical warriors - Skulker, Joint, Spine and Rib - who all use different weapons and have different abilities. Yes, you can now have access to the Pulverax Plasma-beam, the Tri-blast Trasher, the Krash'n'Burn Blastar or the Multi-tasking Ordnance Delivery System.
The game is littered with power-ups and extra goodies to help you cut a superlatively destructive path through the levels. Core is trying hard to make sure this game is not going to be just another shoot 'em up and variety is the key to its strategy. Instead of just strolling from left to right, there'll be lift shaft sequences with baddies dropping in from all sides and armoured cars to leap on and jump chasms with. Speeder bikes, end bosses, mid-level bosses, jetskis... There is going to be so much fast paced action taking place in so many different ways that Skeleton Krew is going to be on any virtual maniac's shopping list.
Krew is aiming to be out for blasting fun in June on the CD32. There are going to be A1200 and Mega CD versions, but these, especially the Sega version using less colours, shadows and shades, are going to have to be restricted. All of which means that the CD32 version will be the best. Period. And if you disagree, I have a friend with a Tri-blast Trasher who wants to meet you.
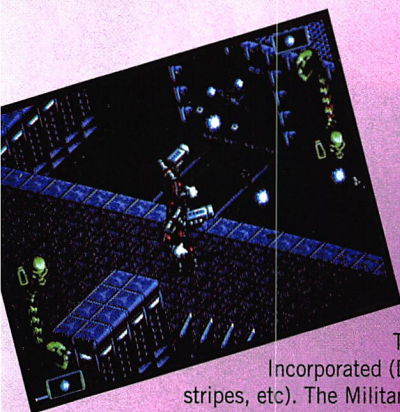
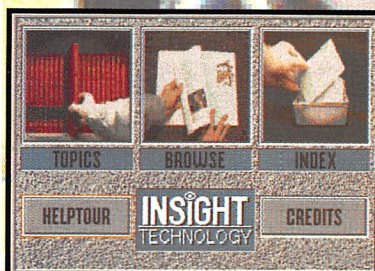It's a comic-book-sci-fi-isometric-shoot-em-up really, innit?

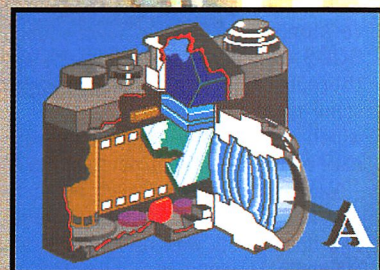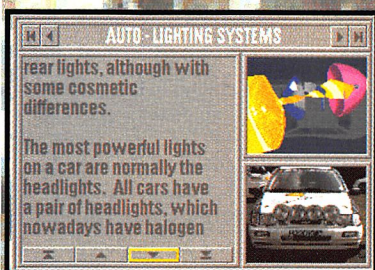Am I glad to see you or is it a laser cannon in my hand.

It's time for you to MEET THE KREW!

DEEP CORE

Now. . . open wide. . . this won't hurt – much!

I n deep space, no-one can hear you scream... and in deep water, only the fishes can.

Underwater action was made popular a while ago by one James Pond. ICE has taken the trouble to revive not only the idea of a platform gam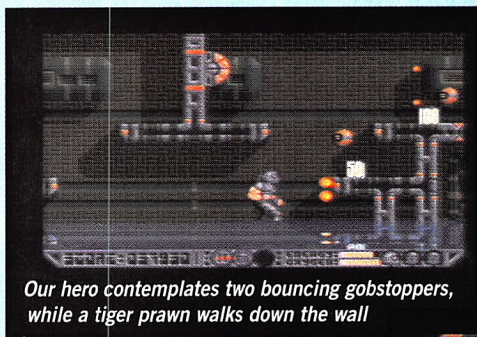e underwater, but also to revive one of the best arcade shooting games on the standard Amiga, G O D S. Alright, it's not genuinely a conversion of GODS and there are some ideas which are honestly original, but GODS fans will have no trouble at all in spotting the connection.

ICE £29.99

Our hero contemplates two bouncing gobstoppers, while a tiger prawn walks down the wall

You're some sort of tough nut cum commando, who has the unenviable task of traipsing around a half-flooded city wasting lots of strange creatures. On the way, you'll have to watch your dwindling oxygen supply, because if it expires, so do you. Luckily, the creatures in the submerged city often carry oxygen tanks around with them (just why is something of a mystery and the subject of a forthcoming Wildlife on One documentary).

MOODY BLUES

Deep Core is one game that shouldn't be played by the depressed. The reason is simple: it's very, nay, extremely BLUE. There are blue bits on our hero's skimpy combat wear, blue water rushes all around (and generates some very convincing reflection effects) and much of the background is picked out in tasteful shades of that much-favoured colour.
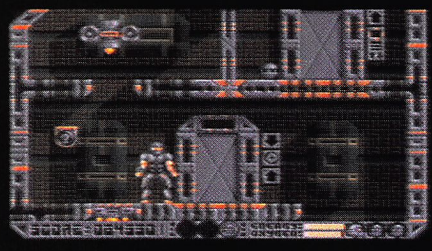
If you're just a teeny bit miserable when play begins, the only solace you'll find among the platforms, lifts and huge steel crushers is that which is to be found in gratuitous violence. Open up with your (initially feeble) blaster and the aliens will begin to melt away before your eyes.

Some of these aliens (who are, presumably, gluttons for punishment in

How can such a tough guy look so innocent? Ask Ronnie Kray

a big way) even carry around power up symbols, which add to your firepower enormously. Small orange boiled sweets give way to much larger tangerines, bouncy and hideously inaccurate bombs and double, high-powered sneezes. Other power ups will spread out the existing powers to give your guns a wider shooting arc. Skull symbols, when collected, will waste all of the creatures on screen in a flash of blinding light and power.

Bravely duck inside a door to avoid the screaming fans and press photgraphers

Travelling around is easy, if a little too slow for my fast-paced taste, involving strolling about from left to right (or, indeed, back from right to left) and leaping gently over any obstacles which you can't blast out of the way. Lifts, easily recognised by the twin jet boosters underneath a patch of land, will get you up and down between out of reach platforms, while mysterious quartered sliding doors teleport you from location to location (and, if you're lucky, sometimes even back again). And, if the way appears completely blocked, there may be a patch of land which will crumble beneath your feet as you walk across it.

Your progress around the levels is blocked by doors. These have a symbol above them which must be picked up before the door will yield to your wishes and let you through. Most levels also have a final door which cannot be opened without the level key. Doors with an X above them can only be opened in the old-fashioned, blow it up way (my favourite).
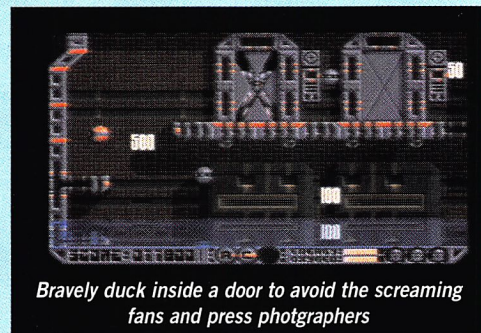
THE VERDICT

When I first loaded this game, it virtually screamed "GODS!" at me and that is certainly what this one will most remind you of. Many people were hooked on the Bitmap Brothers' platform game and, while I was not overly impressed by it, I could see why.

Deep Core is not quite up to that game's high standards of graphics and sound. But it is very playable and quite addictive. It's not going to win any awards for originality, for sure. The main character even grunts and yells in a similar way. But GODS is not available for the CD32, so a whole new generation of console owners can enjoy a similar game.

The game will take some considerable time to complete, largely because the character takes so damn long to get anywhere and because he's only granted three lives to lose. Extras can be picked up along the way, which will extend your life expectancy a little, but the monsters are tough to kill (and sometimes even tough to spot on the screen). Contact with them drains your energy very quickly and, before you know it, GAME OVER looms large again.
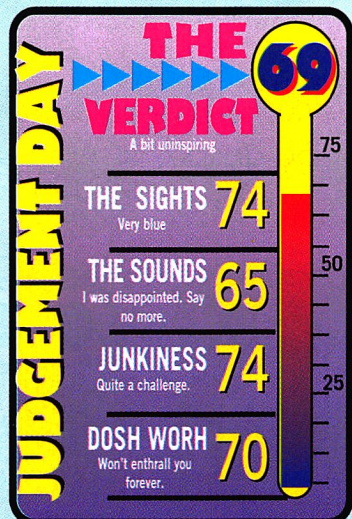
This constant get-a-little-further-than-before-but-then-die process can get annoying and the first few levels will soon bore you. But such is the nature of platform games. Fans of the genre will have to make up their own minds, but no converts to the run and jump cause will be won by this title.

JUDGEMENT DAY

THE VERDICT
69
A bit uninspiring

THE SIGHTS	Very blue	74
THE SOUNDS	I was disappointed. Say no more.	65
JUNKINESS	Quite a challenge.	74
DOSH WORH	Won't enthrall you forever.	70

TP or not TP?

TRIVIAL PURSUIT
DOMARK £29.99

Questions, questions, questions. Some people have made a bucketload of cash out of the most unimportant questions in the world. Who painted the Mona Lisa? What is the capital of Peru? How many players are there in a lacrosse team?

Ensuring that those few people make a few thousand more pounds is the Amiga CD32 version of Trivial Pursuit. Unlike the boardgame, it takes no time at all to set up. Unlike the boardgame, there are no cards with the categories on them. And unlike the boardgame, you can't wedge the little plastic bits of pie into the round things the wrong way, thus ensuring that it takes ten minutes to dig them out with someone's car key next time you get it out of the box.

Like the boardgame, it costs the best part of £30 and like the boardgame, it is jolly good fun to play. Rustle up some friends, some beer and some enthusiasm for... TP, the CD32 edition. Now, heeeeeere's... Russell! He's your host for the duration of the game. Russell is a bird of some sort, who wears glasses, trousers and a jacket and rushes around the screen, introducing the quizmasters of the different categories.

THE FAME GAME

The six question categories are introduced by characters relevant to them. So, Napoleon Bonaparte asks the history questions, Albert Einstien the science and nature and so on. Each of the quizmasters are introduced in an animated sequence which includes several genuinely funny jokes (the first time around, at least) and luckily, you can skip those sequences if you've seen them

before. Russell himself also cracks the odd good one. If your mates are in the right frame of mind, his brand of good-natured sarcasm can get you chuckling right from the start of the game. Most TP sessions feature a guffaw or two anyway, as someone drops a clanger of a guess and the unusual presentation of this version only serves to help this process along.

The other thing which helps to make the CD32 edition of TP come to life is the inclusion of graphical and audio questions. Many of the pictures double as clues, while snippets of voices and music liven things up no end. Of course, to maintain the feel of Trivial Pursuit, there couldn't be a multiple choice offered. That would be too easy. No, the answer is kept hidden until the player has had his chance to answer and then may be revealed.
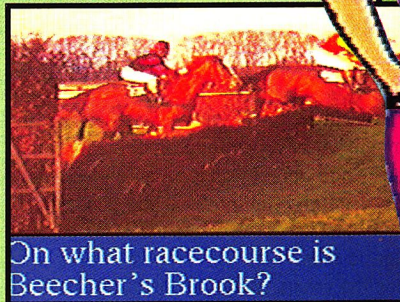
You're then asked whether the player got it right. This does let you cheat... but keeping your honesty is up to the humans. The CD32's paddle can't spot a liar's thumbprint from an honest person's.
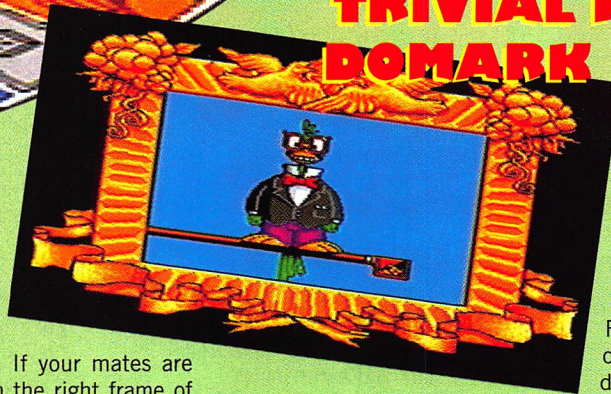
That's the differences. What of the common ground? After all, a lot of people liked Trivial Pursuit's original form to make some people very rich. If it ain't broke, why fix it? The board is present in more or less its original form. As play begins and the die is cast, the squares available for a move are highlighted for you. The round plastic things are now round spritey things and the fiddly plastic pies are fiddly-look-

ing spritey pies. Otherwise, things look very similar.

Control is done using the paddle. This is the game's only drawback. For some reason, controlling the little pointer arrow is incredibly difficult. Following the arrows with a direction on the paddle just doesn't happen. You can spend two or three minutes traipsing around the screen between the same three squares, getting more and more annoyed, before hitting the right laterally-deduced route. Weird. Which is a bit of a shame, because it slows the game down. This is just the sort of game which will get mums and dads involved in computer entertainment. To be put off by a control problem is not the ideal first encounter.

THE VERDICT

Let's get one thing straight from the off. TP is not a game which can be enjoyed by one player. Nor will two do it justice. When three or more people come together, things start improving fast. Sniggers escape, titters abound. If Russell starts getting on your nerves, he can be shut up. There are a lot of user-friendly features which will help improve the long-term playability. But the main problem is the lack of new questions. What made the board game so long-lasting was the ease with which a new set of questions could be turned out. I may be wrong, but I don't see any way of doing that here, unless a new version is designed for each new edition. Which means that this game has about ten plays in it before you get serious repetition.

But the CD32 edition of Trivial Pursuit is a fun game. It's slickly presented, amusing and good value. And it is selling to adults, which makes a pleasant change. Sooner or later, the software industry will realise that more and more over 20s will be playing games and start catering for them.

On what racecourse is Beecher's Brook?
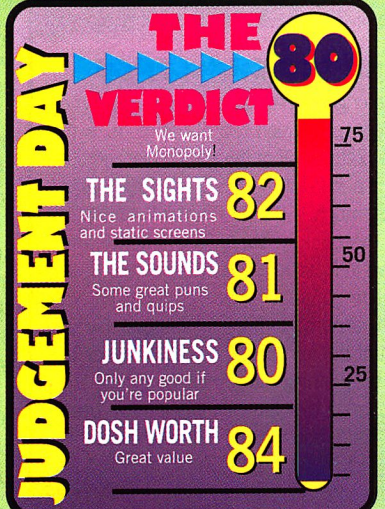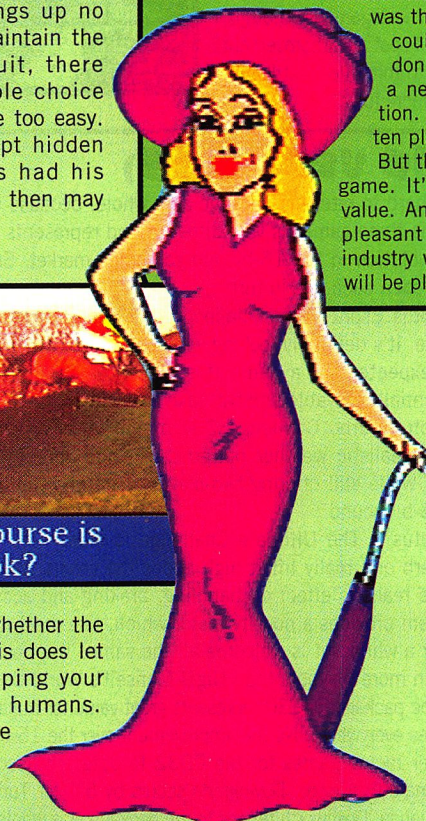
LOTUS TRILOGY

GREMLIN GRAPHICS £29.99

It's every schoolboy's dream. Owning a real sportscar. Depending on your age, your object of desire may have been a Jaguar E-Type, Ferarri Daytona, Porsche 911S, Lambourghini Countach, Ferarri F40 or Jaguar XJ220. The creme de la creme of the supercar set.

Then, most people grow up realising that they aren't going to earn enough to afford one, that if they did buy one and forego the pleasure of having somewhere to live, they wouldn't be able to insure it and if they managed THAT, it would probably overheat in heavy traffic or be stolen. The dream is over.

Or is it? In stepped Lotus with its Elan and, later on, its Esprit. Suddenly, you didn't have to be rich to afford a supercar (although it helped). Maybe they were made of plastic, maybe they weren't quite as solid as a German car, but they were fast and fabulously beautiful.

And then Gremlin Graphics decided to do the computer game. Wow. Lotus Esprit Turbo Challenge (not to be confused with the mid-80s 8-bit Durell game Turbo Esprit) sold by the trunkload. Customer reaction was so great that Gremlin decided to do a second. And then a third. By now, the programmer was both very good at and very bored of doing driving games. So they stopped at Lotus 3 - The Ultimate Challenge.

Now, all three are on a single CD for the CD32. Here endeth the first lesson.
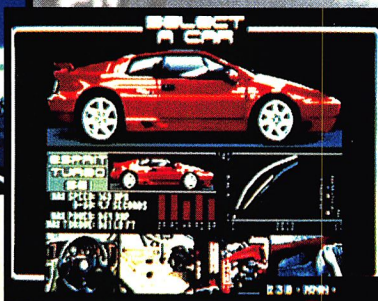
TURBO CHALLENGE

The original, but not the best. The game offers split-screen two player mode, with the bottom half of the screen blanked out by a picture of the pitstop if playing solo. Very much like Pole Position, you begin at the back of the grid of twenty and have to fight through to the front.

The game was a true racing game, with a number of circuits to lap. Finish out of the top six and you're knocked out of the running altogether. Strangely, the music on this game seems to have been updated, but not that of the others... this might just be our overactive imaginations.

TURBO CHALLENGE 2

Add to the basic ingredients: full-screen solo player mode, a more arcade machine feel with end-to-end routes instead of circuits and night stages, weather hazards and password entry for skipping the earlier levels.

You can still play with a friend and bump them off of the road, if that's what turns you on. Sound FX and tunes are as good as the first game, although I couldn't spot any improvements added to this title to utilise the CD32 more fully.


THE VERDICT(S)

It's hard to rate this package as a whole, because each of the three games is very different and represents a lot of evolution in the 16-bit Amiga games market. So I'll approach each one in turn.

Lotus Esprit Turbo Challenge is a nice, solid racing game. It's definitely looking very dated now, which is to be expected for a game this old. However, it's still essentially playable and will take a few hours to complete.

Lotus Turbo Challenge 2 is much better. It introduces the Elan and more realistic weather patterns. The full screen mode is glitch-free and fast, while still offering two-player mode and the music is still good, even for 8-bit sound.

Lotus 3 The Ultimate Challenge is classy. Its background images are superb and really lift it high above the others. Weather conditions have a more realistic effect on handling, braking and acceleration and the RECS system provides a novelty factor which, like most novelty factors, wears off after a while but is welcome all the same. The best Lotus game by far and much more playable than Nigel Mansell's World Championship.
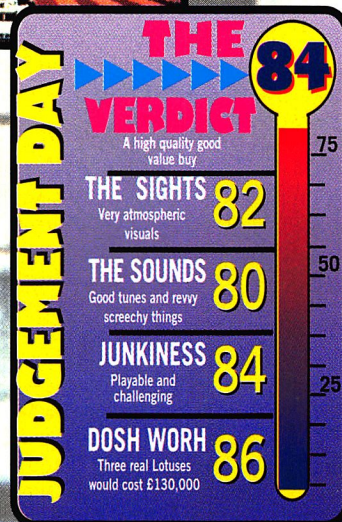
The package for £30 represents great value for frustrated joyriders and unrich blokes everywhere. No real improvement over the 16-bit versions, but there's no better racing games for the CD32 to date. The scores below relate to The Ultimate Challenge. Downgrade scores by 5% for Turbo 2 and 12% for Turbo Challenge. Doshworth relates to the package as a whole.
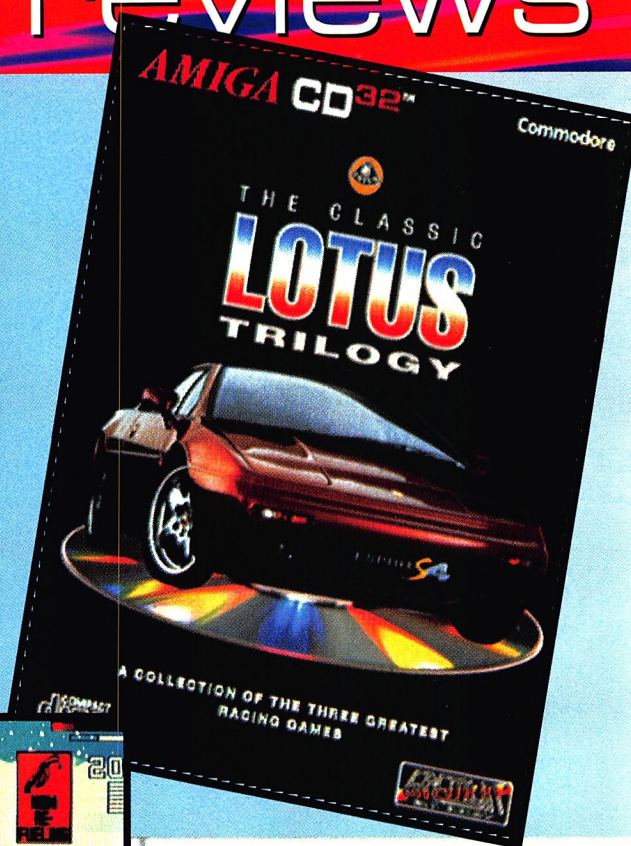
THE ULTIMATE CHALLENGE

If only I had a pound for every time a game has claimed to be the ultimate challenge... however, this one is pretty good. You still have the split screen mode, but now there's extra cars, better graphics and the RECS track designer. This system is impressive but not really flexible enough to make the game last forever. If you could save your tracks in order and then race them, well, we would have racing game heaven here.

But it is the best Lotus game of all time. A combination of circuits and routes, cruel time limits and nifty moves (like turbo zones and sneaking under lorries) make the game extremely varied - and I really like the weather effects. A worthy swansong for the trilogy.
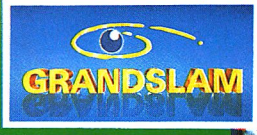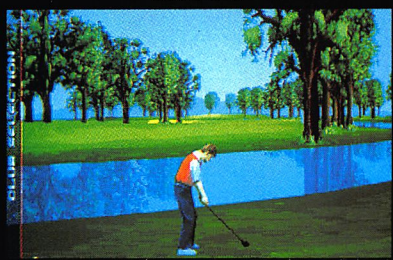

JUDGEMENT DAY

THE VERDICT 84
A high quality good value buy

THE SIGHTS	Very atmospheric visuals	82
THE SOUNDS	Good tunes and revvy screechy things	80
JUNKINESS	Playable and challenging	84
DOSH WORH	Three real Lotuses would cost £130,000	86
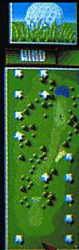
MILF '94

Is she or isn't she? Not a sexist comment about a woman walking past with a buzzing sound about her person (the wasps after her hairspray, no doubt); this burning question was referring to Commodore's MPEG upgrade for the Amiga CD32.

Would it ever appear? And, if it ever did, how much would it cost? Would any film companies finally commit themselves to the format, so giving people a reason to part with the readies for it? Or would the whole concept be condemned to the white elephant's graveyard?

The answers are; yes, £199, some and no. Because here is the Commodore MPEG cart! Yes, I know it looks like a car ashtray and yes, I know it costs almost as much as the CD32 itself. But surely it's worth the extra expense to gain access to that huge array of digital films on CD?

MASSIVE LIBRARY

Well, hardly a huge array as yet. In fact, I know of only five movies which are currently around on a compatible format - and those are produced by Philips for its CDi. Fortunately, these are fully compatible with an MPEG-equipped CD32. I've looked at some of these films later on in this article. But the support can only become more widespread as the customer base grows. It's the old chicken and egg situation: which comes first? Luckily, most big names in the entertainment business will have the nerve (and the readies) to invest in a future market.

ARTHUR 'TWO DISCS' JACKSON

MPEG1 is a compression and compaction standard for video images and their accompanying soundtracks. Each and every part of a video has to be squeezed down to fit onto the silver platters, which eats up huge quantities of disc space. Even 600 megs of storage isn't enough to cope with the massive numbers involved - so current Video CD releases come on two CDs.

MPEG2, which is already well on the way, will double the compression ratio and allow a whole film to fit on one CD. Future techniques will seek to improve the quality of the images, which sometimes suffer from a few glitches. But the biggest problem facing many companies is: how to compress things enough to fit trailers on the same disc as the film?

(That was meant to be a joke. You can laugh now if you didn't get it.)

Elsewhere in this issue, we look at Opera Imaginere, which blends traditional and computer animation with a CD soundtrack, closing the gap between genuine FMV and computer images,

Here you can read about how FMV will change the games you play tomorrow.

For now, film buffs and game buffs can begin entrenching themselves for nightly wars over who gets to use the CD32. The age of the all-in-one entertainment unit is upon us at last. Now someone needs to tell the non-computer literate members of the family. Then the explosion will have its blue touch paper licked by the flames of real mass-market demand...
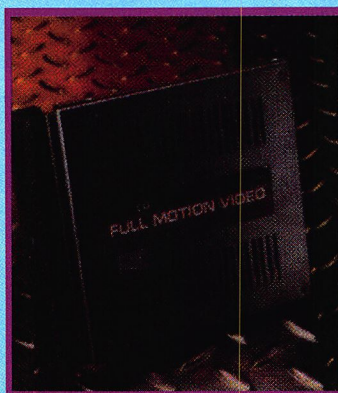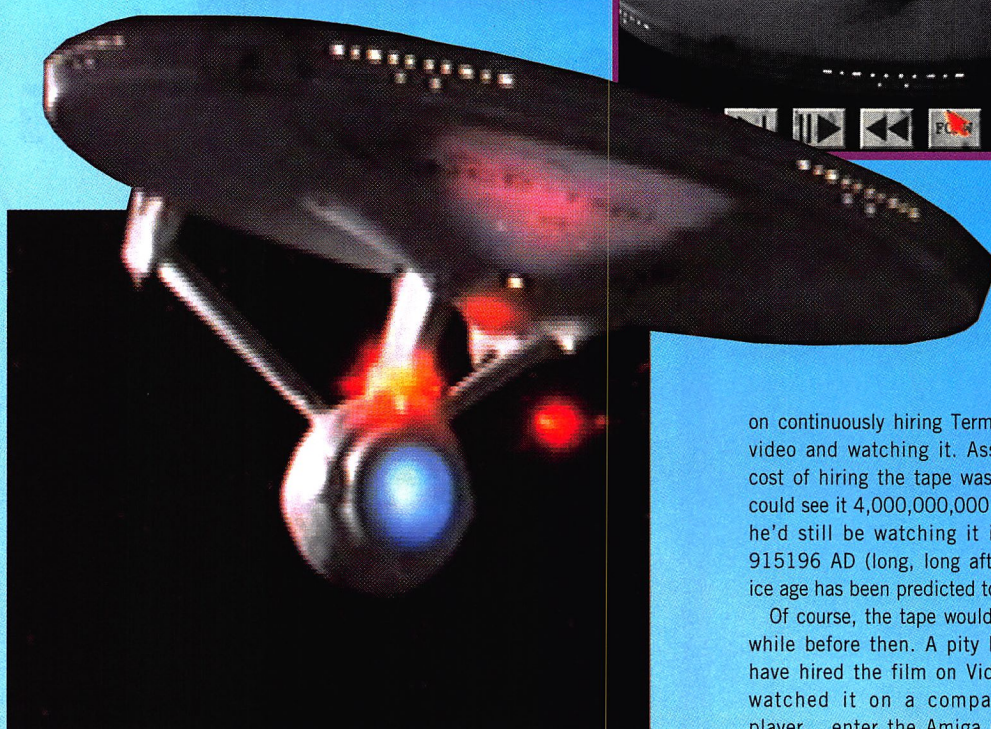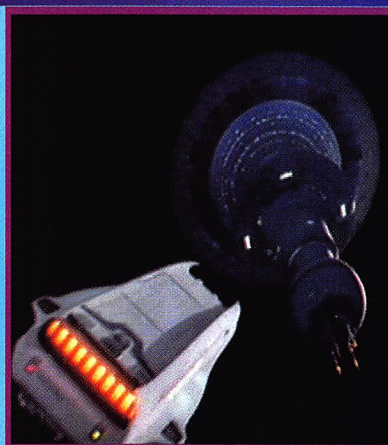
GAME GIANTS

Dosh. Nuggets. Spondoolicks. Wedge. Call it what you will, money makes the world go round. There's an awful lot of it about, believe it or not. Most seems to be directed into the pockets of the giant entertainment companies. Take the video industry. Last year, it was estimated to be worth a global $10 billion - so much for global warming; that sounds pretty cool to me - compared to $5-7 billion for the computer games industry. Incidentally, the video games industry has apparently caught up, being worth $10 billion worldwide itself in 1994-95.

Let's assume that one (incredibly rich, boring, unimaginitive and very tired) person had spent all $10 billion

MPEG

on continuously hiring Terminator 2 on video and watching it. Assuming the cost of hiring the tape was $2.50, he could see it 4,000,000,000 times - and he'd still be watching it in the year 915196 AD (long, long after the next ice age has been predicted to occur).

Of course, the tape would wear out a while before then. A pity he couldn't have hired the film on Video CD and watched it on a compatible FMV player... enter the Amiga CD32. CDs

TOP GUN™ DISC 1

1	2	3	4	5
Opening Credits	Danger Zone	Unexpected Visitors	Flying On Vapor	Dream Shot
00:00	02:41	04:24	09:17	12:46

companies 'own' some of the biggest names in the entertainment business. Time Warner, for instance, has on its books both Prince and Madonna, probably the biggest selling artists in history in their respective fields. Prince is reported to have signed a $100 million contract a year or so ago, while Madonna sells 16,000 records per hour.

Imagine a game in which the player gets to choose either Prince or Madonna and explores a virtual, full motion world, full of magic, mystery and evil, all set to the music of the respective star. Suddenly, the potential market for a video game is opened up, from X million computer game addicts to Y billion music fans worldwide. Gulp.

But pop stars are just the beginning. What about film heroes? If you can watch video from a CD on CD32, games will soon appear which use full motion

used in games later on. And, because of this fundamental shift in the power struggle, effectively handing the reins to the biggest entertainment companies in the world, the way the computer entertainment industry works is due a major change too.

Where there would once have been a programmer and maybe a games designer, a graphic artist and a producer, there will be a make-up artist, a film editor, a choreographer - and a director. The likes of Stephen Spielberg and Brian De Palma will be responsible for games as well as films. And, when computer games are recognised as an art form, there will be Oscars for them too.

7TH VIRGIN
Virgin Games has started to bridge the gap between the games of today and

Megastars

don't wear out (at least, not during average everyday use) and sound, if not picture quality, is far superior to VHS tape. You don't have to rewind them either (a saving of 761 years for the above T2 addict).

SO WHAT?
You might be thinking at this stage: "Who gives an anchovy- stuffed warthog

whether I can get video or not? I'm happy playing games." Fair enough. But almost all of the enormous companies who control the video market are getting involved in the video games industry. Sony, MCA, Time Warner - all have set up independant interactive divisions solely to create the videogame products of the future.

Don't forget that most of these

video characters and sections of films. That means you could be playing with REAL images of Sylvester Stallone, or Kim Bassinger (cor!), instead of a bunch of pixels designed to look a little like them. Already, films are being shot with extra footage to be used in interactive products.

One such film is Cliffhanger. A full twenty minutes of film were shot to be

those of tomorrow. It's released a game called 7th Guest. It's a murder mystery game, set in a spooky mansion. It's pretty similar in appearance and gameplay to The Labyrinth of Time, except that everything is updated in real-time 3D, instead of displaying a finite number of rendered images which just replace each other as you move from location to location.

7th Guest is not really full-motion imagery, but it does demonstrate the realism which can be created. It could hardly be called virtual reality either, although that's what its graphics will remind you of. The game is unlike any other available at present, so you'll have to see it to appreciate what it's about. Unfortunately it's only available for the PC (pah) or possibly the CD-i (pah pah).

When will it be available for the Amiga CD32? Well, according to Virgin, they will be assessing the console's performance over a peroid of months before committing any money to supporting it. Daft Nancies.

Full motion video will be the future standard for computer games, which will reach unparalleled heights of realism. Explosions will be "real" explosions. "Genuine" blood will be spilt. And computer games will have to start carrying ratings. Will the first big full motion video games hit be rated 18?

Only time will tell.

WE DON'T NEED NO EDUCATION
Amiga CD! takes a chainsaw to that crappy computer-speak.

CD: Compact disc (We hope you knew that already!)

FMV: Full motion video. A hardware add-on that lets you show video material full screen size on a monitor or TV. Now on cartridge but later will be built in.

MPEG: The industry standard for film compression. What does MPEG stand for? Do you really care? Oh, alright, it stands for the Motion Picture Expert Group. Pompous or what?

Clothes Peg: Something you use to attach wet smalls to the line.

PC: Personal computer. Oddly doesn't apply to things such as the Amiga - an pseudonym for IBM-compatible PCs. Businesses love 'em, which is a shame, because compared to Amigas they are really overpriced and underpowered.

CD-i: Philips' attempt at the CD market. It's been around for a long time, but that hasn't really helped very much - sales of CD-i software amount to just 1.8% of the CD-ROM market, which itself is only 3.3% of the total market. That gives the CD-i just about 0.0004% of the total market... not exactly huge penetration, is it?

Kim Bassinger: Rather horny actress who starred in Batman and My Stepmother is an Alien, among others. Kim is now bankrupt, after being sued for refusing to have her arms and legs cut off with a chainsaw and be put in a box, for the film Boxing Helena, which didn't do nearly so well without her in it (the film, not the box). Strangely, while the case has been in court, she has earned $1 million, which cannot be claimed against by the film company in question.

SURGERY SPOT...

PINBALL

Pinball Fantasies is one of the hottest offerings for a CD32 owner to contemplate. But, with only spartan instructions on the inlay card, you may have trouble getting the best from its bumpers and flippers.

Amiga CD!'s resident game dissecter, Doctor Ivor Blade, sharpens his scalpel and takes you into the theatre. Persons of a fragile constitution should turn over a new leaf and join the French Legion instead.

TWO TOTAL TURKEYS

In order to save space, two of the tables can be summed up in a single sentence. They are BILLION DOLLAR GAME SHOW and SPEED DEVILS. The sentence is: Don't bother. And believe me, if you try playing them for any length of time, it will seem like a sentence.

Rumour has it that several county courts are testing pilot schemes, where young offenders are given 40 hours of play testing these sad creations.

PARTYLAND

Big points are ready to be grabbed from the off here. Just timing the ball around the top of the loop when you flip it, then using the top left flipper to shoot it into the 1M - 3M - 5M ramp, is the way to extremely massive scores for comparitively little effort.

Getting it right from the off results in a one million skill shot bonus, on top of the million you receive for shooting the ramp in the first place. Get it back in there (not too difficult, because the ball emerges from the DROP ZONE at top left) awards three million - with five million for the third and subsequent shots.

Miss once, though and you'll have to shoot the right ramp, to loop the ball back into the target area again (the first time you do this and hit the tunnel successfully, you'll get a PARTY letter). However, if you undershoot and the ball starts rolling back down the entry ramp towards the top flipper, using the tilt button you can somtimes flip the ball back towards the top flipper again and give yourself another shot at it.

Easier to hit, but less rewarding, is the CYCLONE ramp. This gives a permanent, cumulative bonus of 100,000 whenever you lose a ball. By hitting the ball softly enough to stop at the top of the screen, you'll find the hidden entrance. The ball will drop from the Drop Zone and hitting the Cyclone ramp as it drops awards five Cyclones. Looping right and hitting the Cyclone gives a Party letter.

Doing the Skyride is doubly rewarding. Every time you shoot up towards the PUKE letters, a rocket lights up. Three of these in a row lights the bonus multiplier, which may

be collected by looping the ball to the right. Lighting PUKE (pressing the right flipper moves the lights along one space) makes the Dragon's Mouth at the right award you five million points if you hit it.

Lighting PUKE a second time awards an extra ball on the Dragon's Mouth, while the third PUKE lights the Jackpot, also by shooting the ball into the Dragon's mouth. Doing the Skyride, then looping within ten seconds awards a Party letter.

Hit the three ducks to light up a snack, which may be collected by hitting the ball into the trap at the left of the flashing snacks. If you light all three snacks, you'll get another Party letter.

Finishing PARTY starts the HAPPY HOUR. This lasts for thirty seconds and awards one million points per target hit. This is added to the score after you lose a ball.

Looping to the left lights a MAD letter. Do this three times to light a CRAZY letter - and light all of the Crazy letters to set up the MEGA LAUGH. This feature is the highest-scoring one potentially, awarding five million points per loop or ball trap, but only lasts for 25 seconds. This is added to your bonus and lumped on after you lose a ball.

FANTASIES

STONES 'N' BONES

Loads of points are controlled by THE TOWER. This is reached by flipping around to the top right. Lighting the three KEY letters opens up The Tower, which will score you one million, five million, double bonus, hold bonus, extra ball, jackpot and the awesome 5 x jackpot. Keep seeking to visit The Tower for those massive scores.

The STONE BONE letters in the centre of the table are pretty tough to light up, but once done it's well worthwhile. They award five million, TOWER HUNT, extra ball, ten million, GHOST HUNTER, MULTI-DEMON, fifteen million and finally GRIM REAPER.

Tower Hunt grants five, ten and twenty millions if The Tower is shot three times within thirty seconds. Ghost Hunter makes all targets and bumpers worth 1 million for 30 seconds. Multi-Demon gives a ball-lock in The Well and The Vault. Then shoot the Scream ramp for five million, plus a bonus of five million for one locked ball, fifteen million for both. Grim Reaper makes all traps and ramps worth five million for 30 seconds.

Looping around to the left ramp twice in quick succession awards one million. If you can time it correctly, subsequent loops also grant a big M. By timing the ball as it loops back you can rack up the points very fast.

Going into THE VAULT awards the current Vault score. This starts at 500,000, so it's worth doing as often as possible. On the way in, light the RIP letters to activate the KICKBACK. This means that a ball which tries to escape down the left lane will fall into The Vault instead.

Sometimes the ball will not enter The Vault by the RIP route, but swing back through the curly clear ramp outside it. This lights up MB next to THE WELL, the PLUS light on The Tower entrance ramp and 2 x SCREAMS on the Screams ramp. If you're quick and attempt them in the Screams, Tower and Well order, you can pick up all three awards - 2 Screams, one million and 2 x Bonus (this increases to 3 x, 4 x etc).

Try deliberately steering the ball away from The Vault, when approaching the RIP letters at the top left in the clear ramp, using the tilt buttons. A large amount of bonus multipliers and extra points may be accumulated.

SURGERY SPOT...

In the early days of his career, Dr Ivor Blade worked in an experimental genetics laboratory. So the mutated gene creatures of D/Generation were not only easy to cope with, they were welcome friends...

AXEL F

The first tip for successful D/Generation is to familiarise yourself with the axis switching. Diagonals are very tricky on the CD32's circular direction pad, so it's better to forget trying to use them and stick to pushing the little blobs on it instead. Whenever you need to access diagonals under pressure, switch the axes around. Some screens are obviously diagonal in nature, while others are more 'flat'.

MFI-TASTIC, MATE

Don't let the thought of destruction to the environment and a huge insurance claim bother you: get into the habit of destroying anything which isn't useful to you, such as the plants, chairs and cupboards dotted around the place.

Why? Well, the C/- and D/Generations will be able to disguise themselves as almost any object so, later in the game, shooting inanimate objects will prove to be a life-saving tactic. Plus, it's fun! And they might hide useful items, such as grenades.

LASER SQUAD

The laser is the most massively useful item in your armoury. Owning one will open all the right doors for you: it does not only waste huge numbers of baddies in spectacular style, but also will activate door switches and destroy the invisible, evil electronic eyes, which set traps for unwary couriers to stroll into.

Thankfully it won't kill you on contact. You can use this to great effect, bouncing shots off of yourself in order to open switches or kill baddies. Just be careful around the Genoq

employees, who will be wasted by its devastating power. Don't shoot anything useful, such as grenades or computer terminals which need passwords entering.

D/GENERATION GAP

Here's how to deal with the A/-, B/- and C/Generation machines. I'll let you figure out the D/Generation for yourself, hee hee hee...

The A/Gens are easily dealt with. They are pretty slow, but speed up and turn transparent when you're within a few feet of them. They follow set patterns when not in attack mode, so a good way of taking them out is to watch for the pattern, line yourself up from a distance with a point in the pattern and blast away. If you're trapped by one, you don't die instantly, which means a rebounding laser bolt can literally snatch you from the jaws of death.

B/Gens are more dangerous, because you die the second they hit you and they move very, very fast indeed. They also follow patterns when not attacking (which they do from a longer range), so their movements are

predictable up to a point. The best way to cope with these nasty mutants is to wait near a door, let them go away, then open the door and be ready with the laser.

C/Gens are extremely vicious. The first one you'll meet is disguised as a trapped worker, so you can see that they are cunning and evil. They take three laser hits to destroy, so keep blasting away at inanimate objects and be ready to run away if one starts moving!

In a room filled with Gens, the PANIC method is a good one to employ. Run into the room, blasting the laser off all around you. Rebound it off the walls, keep moving and shooting and stop any generators you come across. Good luck.

LASER DEATH HELL

Laser gates, which look like pink Brillo pads and move very fast between two points, will destroy anything (and themselves) on impact. So you have two skills to develop. One is the dodge, while the other is the lure.

The dodge is just that. You have to rely on your reflexes to get past the laser gate. This is usually, but not always, possible and sometimes it's the only way to proceed. The lines on the floor should help you to work out positions to move into.

The lure involves persuading a Generation to chase you. Hopefully, the laser gate will collide with it, removing two dangers in one shot. Be ready to

turn and fire if the gate misses (which it seems to do very efficiently) though. In places, the lure is the only way past a laser gate.

GRENADE!

Grenades are very handy, but inaccurate weapons. Their primary function is for removing unwanted grenade launchers (the caterpillar things) when there's no way to switch them off. They are very rare, only a few turning up throughout the game, so should be treated as precious items and only used in dire need. Grenades are well worth detouring to collect.

PEOPLE POWER

Every person rescued is worth an extra life. So you've got to get as many as possible to safety. This is sometimes very easy, sometimes very tough. It's worth talking to each one, to see if they have anything useful to give you. Some do carry extra items, so you'll almost certainly have to rescue them. One man carries a condom which will make you invulnerable for a few moments - priceless, when you meet the D/Generation. Other employees are worth saving if it's possible, but expendable if it's not.

They do shadow your movements trustingly, so think ahead. If there are obvious dangers, can they be removed or disabled? If not, you'll have to time your escape plan, making a run for it now, pausing then. Bear in mind that the captives will run for the exit if they're close enough, so don't let them get within range if there's danger about. The security system will be as happy to kill them as you.

HORSE AND CARTOGRAPHY

Make a map! We would like to help you by printing one in the magazine, but unfortunately we're just too lazy. Sorry.
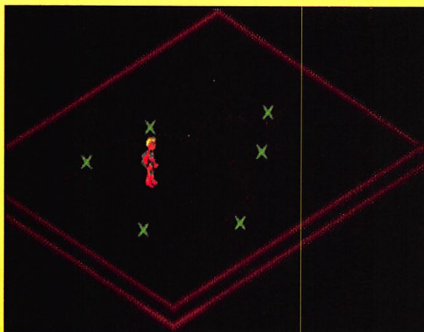
READERS SURVEY

AMIGA USERS ALL

If you have a "Vanilla" Amiga or an Amiga CD32, we want to give you the magazine you want, so help us to help you by filling in the Readers' Survey.

Get your survey to us by June 30th and we'll put your name in a draw for an FMV and 20 other great prizes.

Name...

Address ....

....

....

(We need it to send you a prize)

1) Age Group

Under 16	☐
16 - 25	☐
26 - 35	☐
36 - 45	☐
46 - 65	☐
65+	

Sex (and please don't answer yes please) M ☐ F ☐

4) Income

What is your pre tax income?

Under £5000	☐
£5001 - £10,000	☐
£10,001 - £15,000	☐
£15,001 - £20,000	☐
£20,001 - £30,000	☐
£30,001+	☐

2) Marital Status

Single	☐
Married	☐
Partner	☐
Divorced	☐

Number of Children.....................

Ages of Children, if any ....

5) Reading Tastes

If any, which of the following newspapers do you read?

Daily Express	☐
Daily Mail	☐
Mail on Sunday	☐
Daily Star	☐
Guardian	☐
Independant	☐
Independent on Sunday	☐
Mirror	☐
Sunday Mirror	☐
News of the World	☐
Observer	☐
People	☐
Sun	☐
Sunday Sport	☐
Sport	☐
Sunday Post	☐
Star	☐
Times	☐
Sunday Times	☐

3) Type of Employment

Armed services	☐
Civil Servant	☐
Computers	☐
Entertainment	☐
Financial	☐
Manufacturing	☐
Publishing	☐
Retail	☐
Sciences	☐
Student (College/School)	☐
Unemployed	☐
Other	

Do you use a computer for work? ☐

6) Marital Status

Which computer/s do you?

	own?	Intend to buy this year	Use for Work
Amiga A1000	☐	☐	☐
500	☐	☐	☐
500+	☐	☐	☐
600	☐	☐	☐
600HD			
1200	☐	☐	☐
1500/2000	☐	☐	☐
3000	☐	☐	☐
4000	☐	☐	☐
CDTV	☐	☐	☐
CD32	☐	☐	☐
Acorn Archimedes	☐	☐	☐
Apple Macintosh	☐	☐	☐
Atari ST	☐	☐	☐
Commodore 64/128	☐	☐	☐
IBM Compatible	☐	☐	☐
Other			

How much memory, in total, does your Amiga have?
☐ 1 mb ☐ 1.5 mb ☐ 2 mb ☐ 3 mb ☐ 4mb or more

Which of the following do you own, or intend to buy?

	Own	Intend to Buy		Own	Intend to Buy
A570	☐	☐	Monitor	☐	☐
CD Drive	☐	☐	Mouse	☐	☐
Disk Drive	☐	☐	Printer (Dot Mat.	☐	☐
Genlock	☐	☐	InkJet)		
Graphics Tablet	☐	☐	Scanner	☐	☐
Hard Disk	☐	☐	Sound Sampler	☐	☐
Laser Printer	☐	☐	VCR Deck	☐	☐
Memory Exp.	☐	☐	Video Camera	☐	☐
Midi Interface	☐	☐	Video Digitiser	☐	☐
Modem	☐	☐	24bit card	☐	☐
Other					

READERS SURVEY

How much have you spent, and intend to spend on hardware in the last year and over the forthcoming year?

Have Spent
Under £200
£201 - £500
£501 - £1000
£1001 - £1500
£1501 - £2000
Over £2000

Intend to Spend
Under £200
£201 - £500
£501 - £1000
£1001 - £1500
£1501 - £2000
Over £2000

What type of software do you own, or intend to buy over the next year?

	Own	Intend to Spend		Own	Intend to Spend
AMOS	☐	☐	Games	☐	☐
Art	☐	☐	3D Graphics	☐	☐
Business	☐	☐	Music	☐	☐
CAD	☐	☐	Multimedia	☐	☐
Comms	☐	☐	Programming	☐	☐
DTP	☐	☐	PD	☐	☐
Educational	☐	☐	Video	☐	☐
Emulation	☐	☐	Other		

How much have you spent, and intend to spend on software in the last year and over the forthcoming year?

Have Spent
Under 200
£201 - £500
£501 - £1000
£1001 - £1500
£1501 - £2000
Over £2000

Intend to Spend
Under £200
£201 - £500
£501 - £1000
£1001 - £1500
£1501 - £2000
Over £2000

Have you ever bought any Hardware or Software from advertisers in *AUI*?

Hardware ☐Yes ☐No   Software ☐Yes ☐No

7) Computer Magazines

Other than *AUI*, which other computer magazines do you read, and how do you rate them compared to *AUI*

	Better (than AUI)	Better (than ACD!)	As Good as	As Good As (ACD!)	Worse (than AUI)	Worse (than ACD!)
Amiga Action	☐	☐	☐	☐	☐	☐
Amiga Computing	☐	☐	☐	☐	☐	☐
Amiga Format	☐	☐	☐	☐	☐	☐
Amiga Power	☐	☐	☐	☐	☐	☐
Amiga Shopper	☐	☐	☐	☐	☐	☐
Amiga World	☐	☐	☐	☐	☐	☐
CU Amiga	☐	☐	☐	☐	☐	☐
The One Amiga	☐	☐	☐	☐	☐	☐
Other Magazines	☐	☐	☐	☐	☐	☐

How do you rate the following Constant Factors - regular features - in *AUI*?

	Excellent	Good	Fair	Poor	Don't
Amiga Answers	☐	☐	☐	☐	☐
Amiga Dimension	☐	☐	☐	☐	☐
Competitions	☐	☐	☐	☐	☐
Edutainment	☐	☐	☐	☐	☐
Entertainment	☐	☐	☐	☐	☐
Field Reports	☐	☐	☐	☐	☐
Hard Copy	☐	☐	☐	☐	☐
Mentor	☐	☐	☐	☐	☐
NewsFile	☐	☐	☐	☐	☐
PD	☐	☐	☐	☐	☐
Programming Tips	☐	☐	☐	☐	☐
Test Drive	☐	☐	☐	☐	☐
User Port	☐	☐	☐	☐	☐
Video Column	☐	☐	☐	☐	☐
Write to Reply	☐	☐	☐	☐	☐

Which articles from the above, would you like to see:

More of? ....

Fewer of? ....

Omitted Completely? ....

8) Public Domian

How many items of PD software do you own?

0	☐
1-10	☐
11-30	☐
31-50	☐
51-100	☐
over 100	☐

Have you ever used a bulletin board or E -mail

Do you intend to use them more?

Do you ever use the Amiga to create any of the following?

Animations	☐
Games	☐
Images created with a paint package	☐
Multimedia	☐
Music	☐
Programs	☐
Rendered images	☐
Video titles or effects	☐
Other	

Do you ever consider distributing these creations as PD ☐Yes ☐No

9) CD 32

Are you happy with the printed Amiga CD! section? ☐Yes ☐No

Which part of the Amiga CD! interactive disk did you enjoy most?

Free Games	☐	Demos	☐
Picture Show	☐	Sounds Good	☐
Live Reviews	☐	Film Trailers	☐

What would like to see more of on the CD?

Would you buy *AUI* including Amiga CD! again? ☐Yes ☐No

Would you buy Amiga CD! as a separate magazine? ☐Yes ☐No

10) Comments

We are constantly striving to give you the reader what you want. We would love your comments on ways to improve the magazine and cover disks. So here is your chance to tell us exactly what you think! (Ouch!)

....
....
....
....
....

Comments and suggestions for the cover CD and AmigaCD! magazine you want!

....
....
....
....

11) Cover Disk

How useful are the SuperDisks on *AUI*?

Very useful	☐
Quite useful	☐
Don't use	☐
Get rid of it	☐

12) Cover Disk (CD)

How useful is the coverdisk on Amiga CD!?

Very useful	☐
Quite useful	☐
Don't use	☐
Get rid of it	☐

Please send your completed readers' survey to:
**The Amiga Readers Survey
48-52 George Street, London W1H 5RF**
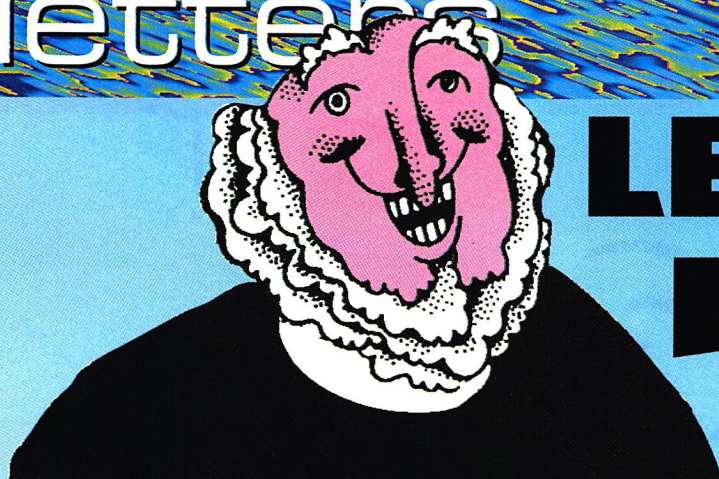
LETTERS, PRAY

It's postie time! We've been SWAMPED with mail, DELUGED with postal offers of cash, luxury goods and illicit behaviour from happy, SIN-filled owners of Amiga CD32s who found our 32-page issue inside their machine's box. Our resident reverend, Alan Rottweiler, takes a rest from the vestry, to bring peace, joy and the word of Bod to you all.

BASKET CASE

Quite frankly, I am disgusted with the CD32. It looks like a cross-bred ash tray with a clock radio, the controller feels about as solid as the special effects on Dr Who and you can't even plug cartridges into it. I'm happy with my Super NES - and did you know that the Gameboy is only £30 now?

Justin Brakespeare
Chislehirst, Kent

REV SEZ: Strange idea that, a console which costs less than some of the games for it. I agree about the looks of the CD32 (probably due for a revamp sometime) but I'm a fan of the controller. And who would want cartridges when there's room for 600 megs of data on every CD? If I were you, I'd start praying for deliverance from your 'console'.

LAND OF THE RISING SON

I think that Microcosm from Psygnosis is the hottest thing on Earth, since Foghorn Leghorn ate a prawn Madras.

Douglas Gloag
Yamagata Ken
Japan

REV SEZ: You could be right, my son. I see you're from Japan - why not pop into see Sega and Nintendo for me and tell them to pack their bags? Thanks awfully.

OH DEAR

My Dad is a real smeghead. He went out to get me a console as a present. I asked him for a CD32, but he came back with a Mega CD, because it was £30 cheaper. When I pointed out that I couldn't use it without a £130 Megadrive, he got so cross that he threw the Mega CD in the bin (thus saving me the trouble). Do you have any advice?

Richard Imlach
Colinton, Edinburgh

REV SEZ: Advice? Call Childline. Cruelty like that should be reported to the proper authorities...

GIMME

I have been to Comet and I have seen an Amiga CD32 and I want one and my Mummy says that I can't have one because Daddy went away to Blackpool with Sarah who used to live next door and they didn't come back and so she says that she can't afford to get me a CD32 so I thought that you might be able to give me one because I told everyone at school that I was getting one and now they don't think I will and they make fun of me and bully me and they write things on our windows with toothpaste and call Mummy names as she walks down the street.

Timmy, Hants
(age 10)

REV SEZ: I'm a vicar, not a charity... I'll bet you wear really expensive designer trainers, don't you. Well, God repays in his own way, as they say...

PROOVE IT

You said that you would put a free CD on the front of your mags, well, sometime could you put all the best introductions from games like Liberation which is amazing on one CD as a demo because when my friends come over to play on my CD32 I have no game to proove what the CD32 can really do so my friends think it is crap, so it would be a great pleasure to me and probably a lot of other people who have the same problem as me so please could you do that to please a lot of people.

Nigel Roberts
Penally
Dyfed

REV SEZ: You'll no doubt have seen a lot of great stuff on our first CD last month, including the tremendous Microcosm, so that should shut up your friends (who obviously own Nintendo or Sega consoles, am I right?). There's more on this month's CD and lots more where that came from. By the way, punctuation is pure and sentences sacred. Amen.

WHAT A CREEP

I bought an Amiga CD32 in September when it first came out. I must say, while the machine was pretty good, your mag really is EXCELLENT. It's bright, lively and more fun than a weekend in a jacuzzi with Kim Bassinger AND Mariah Carey! I loved reading the previews - but when will all of these games become available?

Alex Porky-Pie
The Lizard
Cornwall

REV SEZ: You must be one of the first blessed with a CD32. Most of the games we previewed in the 32-page issue are now available, with the possible exception of The Chaos Engine, which won't be around until at least June. A hot summer hit, eh? As for the above weekend, don't knock it until you try it...

SURPRISE SURPRISE

I would just like to say it was a great surprise to find your preview mag in my CD32 box on the 8th of September. If the free issue is anything to go by then I'm really looking forward to the real thing.

I also understand that it is going to have a free CD! With ideas like this your mag will still be going strong when I start collecting my pension (As I'm only 22 you can see how much trust I've got in you and my new console).

Live long and let your readership grow.

Paul Thompson
Swanage
Dorse.

REV SEZ: Thanks for the sentiments Paul. As you know, the full magazine is yet to appear (but we DO exist, Amiga Format...). There just isn't enough software to fill a mag every month. But in the meantime, keep reading and enjoy the CDs... By the way, say Hi! to Durdle Door for me.

Right, that's your lot. The Rev is safely on his chain back in the Vicarage and the postman can start collecting all the letters you're about to write in.

Do you like the mag? Hate it? Want to work for it? What do you think of the CD32? Or the Mega CD? Or Commodore? How do you like the cover CD? Or the reviews? What's your fave game - and why? Which games would you like to see converted to CD32?

Stick pen-nib onto dried wood pulp and zap off your thoughts to:

**LETTERS, PRAY
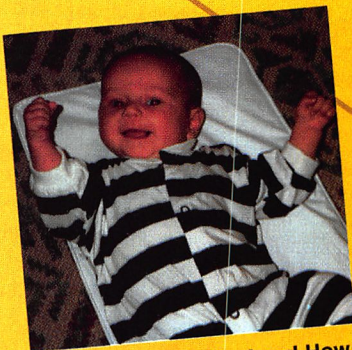AMIGA CD! MAG
52 GEORGE STREET
LONDON W1H 5RF**

Are You a Winner?

If you were among the 500 or so readers who entered the ever-so-generous competition, which ran in our Issue 0 in September's AUI, you may be!We asked you for your name, age, computer owned, favourite soft drink and favourite ever game. The prize? Five, yes FIVE, Amiga CD32 consoles, winners being chosen according to the Ed's taste in drinks and computer games. A very personal matter.

What sort of taste can you expect from a mad Editor?Well, anyone who's favourite game was Boulderdash (8-bit) had a great chance, along with Dune II, Pinball Fantasies, Speedball 2, Sensible Soccer, Elite, Premier Manager and Another World. Ash's fave softies include Diet Coke, Diet Gini, Diet Tango and Diet Kiri (notice any pattern?).

THE GOLDEN ENVELOPE

Okay. Here's the moment you've all being dying for. Who's won the five lovely CD32 consoles? Is it you? Is it?

Youngest competition winner had to be Hazel Webb of County Durham. At only 6 1/2 weeks old, her handwriting was superb! Zool was at best a lukewarm choice of favourite game, but talking of lukewarm, the prize had to go to her for her choice of drink - "Milk (breast is best!)". We'd all agree with that, being packed as it is with vitamins (and fun to drink too).

This is Hazel Webb. Aww! How could we not give her a CD32?

Marcin Mingozzi of London chose a teeth-friendly Diet Tango for his soft drink and linked it up with my best-ever strategy game, Dune II.
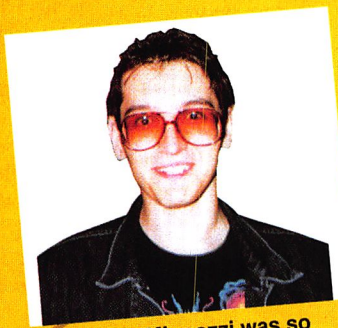
Marcin Mignozzi was so surprised when we broke the news that he wet himself.

Helen Bailey of Bognor Regis wins the evergreen weirdo of the bunch award. Her preferred soft drink is Jim Beam's (odd); while her response to the favourite game question is "With or without clothes on?" (odder). You'd better play with the CD32 to vent your frustrations, Helen and remember, the Ed now knows your address. Bad move.

Helen Bailey is another winner. She's just the perfect example of everyone's, er, sister …

Louise Garrod of Camberley struck gold. Her favourite joystick waggler is Sensible Soccer (which Ash turns to whenever he wants to get muddy balls) and topped it off with Diet Coke. Hoorah!
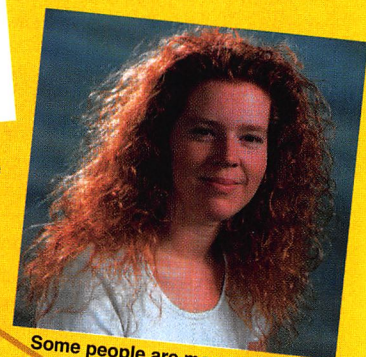
Some people are more vain than others. Lushous Louise Garrod had this professional portrait done when she heard the good news. Poser!

Finally, Jackie Perez of Coulsdon scores a hit with Boulderdash - and her top thirst-quencher is water. Can't get purer taste than that. Well done. Your CD32s should have arrived by now - if they haven't shown up yet, please let us know and we'll quiz the advertising department.

NEXT ISSUE!

WE REVIEW Hundreds of millions of bytes' worth of the latest, greatest CD32 games. WE ASK ten relatively sane people ten completely insane questions about life, the universe and the CD32. WE ANNOY everyone in the industry so much that they feel compelled to give us their latest news. WE GIVE AWAY anything which we can con some lovely companies into donating to us. WE PRINT frank eye-witness reports on the making of a legend - how Amiga CD! is put together by the people who do it, month in, month out

May 1994

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